

MIND
MAP
XR FROM
SPAIN

2022

A publication
which provides
a complete
picture of
Spain's XR
industry.



MESSAGE FROM THE CEO OF ICEX, SPAIN TRADE AND INVESTMENT.

Dear reader,

ICEX, Spain Trade and Investment, is proud to present the first edition of its Guide to XR FROM SPAIN for 2022, the perfect way to discover Spanish content and companies at a glance.

For the completion of the guide, participating Spanish companies and professionals were asked to select some of the most outstanding projects in their portfolio. These projects are, thus, a representation of the Spanish potential in an increasingly growing sector, with success stories that have had great impact inside and outside our borders.

You will find a panorama of our talent, resources, and capacities and all the information you need to get in touch with any Spanish company. Whether you are interested in healthcare, education and training, industry 4.0 or metaverse, amongst others, we are sure that you will find here what you are looking for.

We look forward to seeing you soon.



María Peña

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Y TRANSFORMACIÓN DIGITAL

XR FROM SPAIN IS THE
UMBRELLA BRAND CREATED
AND SUPPORTED BY ICEX,
SPAIN TRADE AND IN-
VESTMENT TO PROMOTE
TO PROMOTE THE SPANI-
SH XR INDUSTRY AT ALL
INTERNATIONAL SHOWS
AROUND THE GLOBE.

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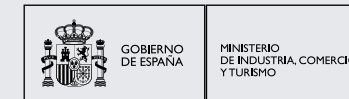
XR FROM SPAIN

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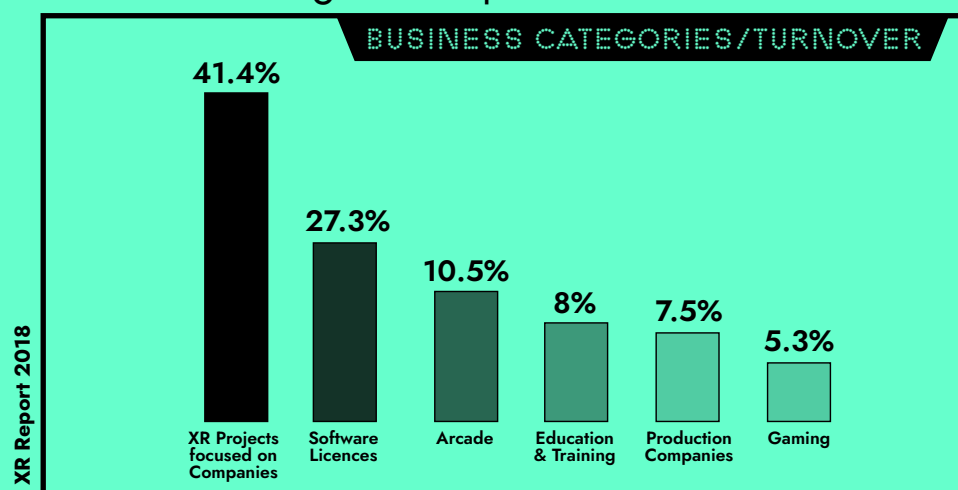
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XR FROM SPAIN / FOREWORD

[THE XR ECOSYSTEM AND TALENT IN SPAIN CONTINUES TO GROW WITHIN AND BEYOND OUR BORDERS].

The Extended Reality landscape has been evolving since its birth, and there is no doubt that VR/AR technologies are becoming more prominent in the EU and globally. Although mass adoption of extended reality technologies is still more than a decade away, the Spanish market is taking firm steps towards it.

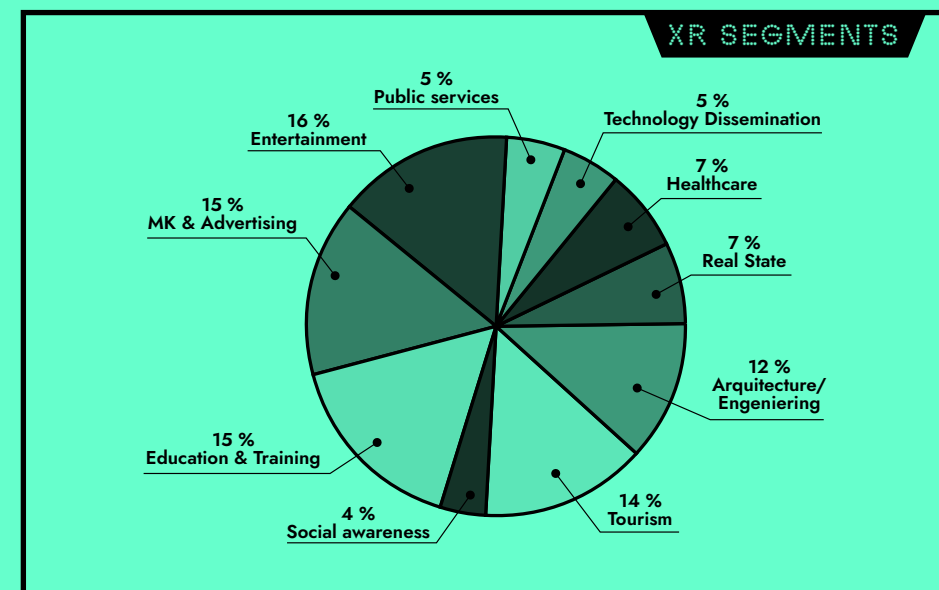


Back in 2018, the **XR Report** driven by Oarsis and The App Date shed some light on the Spanish companies building the VR/ AR ecosystem. By then, it was composed of over 250 companies, which shared interesting details about their businesses.

service-oriented, followed by 27.3% that developed software licenses and 10.5% that were VR location-based entertainment centers.

Regarding sectors, most of the projects carried out in 2018 by Spanish XR companies were divided between entertainment (16%), followed by marketing/advertising and education (both with 15%); tourism (14%); architecture/engineering/industry (12%); healthcare (both with 7%);

At that moment in time, hardware was still fragmented, most of the content was still experimental and the lack of investment or possibilities to grow made a lot of companies either disappear or focus on other technologies.



A NEW ERA IGNITES

A lot has changed in the global landscape since then, with significant improvements in hardware, software, and content. Heavy investment by Meta (formerly Facebook) has made VR more accessible and affordable than ever before. Then the metaverse concept, in which the XR technologies have an important role, came and flooded the social and enterprise space, driving a lot of interest but also expectations to VR and AR technologies. This interest is also becoming increasingly noticeable in Spain.

According to a recent study by Ipsos in collaboration with the World Economic Forum, Spain is the European country most familiar with the metaverse concept, 9 points above the global average. Several initiatives that enforce this fact.

Recently the Spanish government announced that they would invest €3.8 million in projects related to web3.0 and the metaverse.

We also celebrated that Meta, one of the most influential companies investing in the metaverse, was positioning Spain at the center of its strategies to spearhead its Metaverse ambitions and enhance its existing XR platforms, like Venus, Horizon Workrooms or Horizon Worlds.

“As our company prepares to help build the metaverse, we’re placing Spain at the heart of our plans through the creation of new, high skilled jobs, support for local entrepreneurs and tech businesses, and investment in vital digital infrastructure.”

Also, our country is occupying prominent positions in the global market, and proof of this is the recent designation of the Aragonese **Javier Oliván** as the new **COO of Meta**.

“I believe Spain can be at the forefront of European tech and is already building strong tech hubs with plenty of entrepreneurial and tech talent throughout the country. This is why we are putting Spain at the heart of our company’s future, with a significant investment in people and infrastructure.”

Javier Oliván / COO META

XR IN SPAIN BY THE NUMBERS

According to the latest **PwC report “Perspectives from the Global Entertainment & Media Outlook 2022–2026. Spain”**, the Virtual Reality market in our country experienced a remarkable 2021, growing by 87.34% over the previous year.

Total revenues are expected to grow at a 33.2% CAGR until 2026, by which time they will be worth €187 million.

Looking at the Augmented Reality market, the report observes that mobile AR advertising accounts for the majority of the sector’s revenues, most of them coming from augmented reality-enabled apps like TikTok, Instagram and Snapchat.

As is the case in the global VR industry, video games are the leading sector in Spain’s virtual reality market, generating revenues of €35 million in 2021. Their contribution to the total market value is expected to increase from 77.8% to 82.9% between 2021 and 2026, at which point revenues from virtual reality video games will increase to €155 million.

Although investment in virtual reality is expected to be concentrated in gaming, it is becoming increasingly clear that this technology can be effectively applied in a wide variety of vertical sectors in Spain, including fashion, retail, tourism, healthcare and education, according to the report.

SPANISH BIG TELCOS LIKE VODAFONE AND TELEFÓNICA ARE ALSO TAKING BIG STEPS REGARDING XR.

Telefónica is one of the main TELCOS leading the Metaverse Standards Forum, and it has recently celebrated a Metaverse Day event where it announced **strategic alliances** with big players like Qualcomm, Unity, and Niantic.

We also have the case of **Vodafone Spain**, which in mid-2021 partnered with augmented reality glasses firm Nreal, and developed in partnership with Virtual Voyagers the Vodafone 5G Reality AR app.

XR IN SPAIN: CASE STUDIES FROM ALL THE VERTICALS

Starting with service-based companies, we have big examples of companies that started working on XR technologies early in the first wave, and are now on a higher level.

One of the first ones to be acquired by a big group was the Catalanian **Visyon**, owned by Grupo Mediapro. The company is now working on the creation of the Metahype metaverse for Seat Cupra.

Famous in the international XR space thanks to its collaboration with Meta, **Virtual Voyagers** is another great example of growth, as it has been recently acquired by the Californian group Utopia.

Another important company from the space is the Aragonese **Imascono**, which has been acquired by Telefonica as part of the Telco’s metaverse strategy.

ALSO PRODUCT COMPANIES ARE MAKING THE HEADLINES WITH THEIR INNOVATIVE APPROACH.

Barcelona-based startup dedicated to creating avatars for the metaverse, **Union Avatars** has **raised €1.2 million** in funding to offer tools to manage the digital identities of companies and individual users.

On the hardware part, the Málaga-based startup **OWO** was recently selected as one of the winners of the 2022 **CES Innovation Awards** for their haptic vest.

THERE ARE ALSO AMAZING DEVELOPERS IN THE SPANISH XR SCENE, HELPING OTHERS DEVELOP PRODUCTS AND EXPERIENCES.

One notable example of this is **Iñigo Quilez**, who had a huge impact on the VR history, with the creation of the artistic and animation tool **Quill VR** for Oculus, used by hundreds of artists around the world.

Also the veteran enterprise VR studio **VRMADA** has released a public version of its VR toolset for quickly building immersive interactions for VR within Unity called **UltimateXR**.

FOLLOWING THE INDUSTRY AND TRAINING VERTICAL WE FIND WELL-ESTABLISHED COMPANIES LIKE LUDUS OR VIRTUALWARE.

Recognized as the world's most innovative VR company at the VR Awards 2021, Virtualware will present how the **Spanish Military Health School is using VR** to revolutionize medical training at the 2022 NATO Modelling & Simulation Group (NMSG) Symposium.

Ludus has become an international reference platform for health and safety training, and has been nominated for **Best VR Education and Training Award by the VR Awards 2022** edition.

IN THE HEALTH VERTICALS WE FIND WELL-ESTABLISHED COMPANIES AND NEW ONES MAKING THEIR WAY INTO THE GLOBAL LANDSCAPE.

The leading VR platform for mental health professionals, **Amelia Virtual Care**, formerly known as **Psious**, has **raised 7 million euros in 2022** to boost the company's growth in the United States.

Oroi, which applies VR as a solution to generate emotional well-being and cognitively stimulate the elderly population, announced a strategic partnership with American VR digital therapeutic company MyndVR to expand its catalog of cognitive, physical and occupational therapies.

ON THE ENTERTAINMENT PART, WE HAVE COMPANIES INNOVATING THE SPORTS LANDSCAPE FROM SPAIN TO THE WORLD.

YBVR's latest launch was **XTADIUM**, a premier VR sports social hub to watch live games and pay-per-view events featuring the world's most popular leagues and sports. VR app launched with content from UFC, Nascar and ONE Championship.

BeFootball, based in Madrid, is organizing the first **Immersive World Cup** with its video-game Superplayer VR and will award \$3,000 in prizes. The winners will be announced at the end of the FIFA World Cup Qatar 2022.

AND ON THE VIDEOGAMES SIDE, WHICH WE MENTIONED EARLIER IS ONE OF THE STRONGEST VERTICALS IN THE SPANISH VR INDUSTRY, WE HAVE GREAT TITLES.

Red Matter 2, the acclaimed VR sequel from developers Vertical Robot, has been nominated for Best XR Game in the Game Awards.

Nominations for the Best Game Award at the Raindance Immersive Festival for **Call of the Sea VR** from Out of the Blue, or Best Game for hand-tracking enabled **Finger Gun** game from Miru Studio, are examples of the recognition of the Spanish talent in VR video games.

We also have the Sevillian-based VR specialist **Odders Labs**, which has teamed up with **Les Mills**, the global group fitness specialist, to transform the Bodycombat program into a VR gaming app.

AUGMENTED REALITY IS ALSO BEING DEVELOPED IN SPAIN, and one of its main representatives is the Asturian startup **Onirix**, which has recently received **700.000 € of investment from GoHub**. Onirix has developed a platform with no-code technology for anyone to create augmented reality content in an intuitive way and without previous programming knowledge.

EXPANDING THE SPANISH XR TALENT

To foster the creation of new companies in the XR space, we have **Eywa Space**, a venture builder focused on creating VR and AR companies, or initiatives like the **Wise Guys XR** accelerator program with a strong team of top-notch mentors and serial entrepreneurs.

National associations like **INMERSIVA XR** (the Extended Reality Association of Spain), global organizations like **VRARA** with their representatives in Spain, or regionals like AVRE in Valencia or HelloXR in Málaga, arise to provide a meeting point for XR fans, professionals and companies, to create synergies, exchange knowledge and connect, also helping to spread the national talent worldwide.

Spain is now better positioned than ever to become one of the main places in the world to create immersive content and applications, and these are only some examples of the amazing things the Spanish XR industry is doing, and all the value they can bring to the XR business. The XR ecosystem and talent in Spain continues to grow within and beyond our borders, and **this guide is a great overview of some of the key players from our national XR ecosystem, who will undoubtedly leave their mark on the global XR scene and history.**

Verónica A. Rodríguez Pérez

XR Consultant Specialist

GENERAL INDEX

| | |
|--|------------|
| INTRO | 2 |
| CREATIVE INDUSTRIES AND AUDIOVISUAL | 9 |
| EDUCATION AND TRAINING | 22 |
| GAMING AND SPORTS | 36 |
| HEALTHCARE AND WELLBEING | 44 |
| INDUSTRY 4.0 | 55 |
| MEDIA BRANDING AND COMMUNICATION | 73 |
| METVERSE | 92 |
| TOURISM AND CULTURAL DIGITAL | 107 |
| SECURITY | 119 |
| ASSOCIATIONS | 121 |

BRAINSTORM MULTIMEDIA

ABOUT

Brainstorm is a specialist company dedicated to providing industry-leading real-time 3D graphics, augmented reality and virtual set solutions for all broadcast graphics types and workflows, as well as for feature film production and corporate presentations. With thousands of installations worldwide since its foundation in 1993, Brainstorm's customer list includes many of the world's leading broadcasters plus smaller and regional stations. Brainstorm's flagship product eStudio is considered the industry's fastest on-air graphics and virtual studio engine. Other Brainstorm products are InfinitySet, the most advanced virtual set and augmented reality solution; Aston, the designers' choice for graphics creation, CG and playout solution and Neuron, broadcast graphics management. With headquarters in Spain and subsidiaries in the US and Asia, Brainstorm is a company with a global reach and committed to innovation.

ACTIVITIES

Development, Design and content production

MAIN MARKETS

Japan, North America, Latin America, Europe, Asia-Pacific, Middle East.

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

CLIENTS

The world's largest broadcasters and smaller and regional stations, audiovisual production houses, film facilities and many other content providers, including esports, corporations and internet creators.

INFINITYSET - THE MOST ADVANCED XR / AR AND VIRTUAL SET SOLUTION



InfinitySet is the most advanced AR, XR and virtual set solution. InfinitySet acts as a hub for a number of technologies, from tracking systems to interaction with other devices, controllers, mixers, chroma keyers, NRCS workflow for journalists and many more that configure the broadcast virtual production environment. As LED-based XR is increasingly used, Brainstorm has developed new features that allow easier, faster and more integrated creation of immersive XR content specifically designed to be displayed on large LED videowalls.

CLIENT/

CNBC, CBS, ESPN, WWE, L.A. Castle, Multi Image Group, Broadcast Management Group (USA); NHK (Japón); RTHK (Hong Kong); EBS (N. Korea); Hakka TV (Taiwan); FOX Sports (Brazil and Colombia); TVN (Chile); Rai (Italia); Al Jazeera (Qatar), TV Sport (Kuwait)

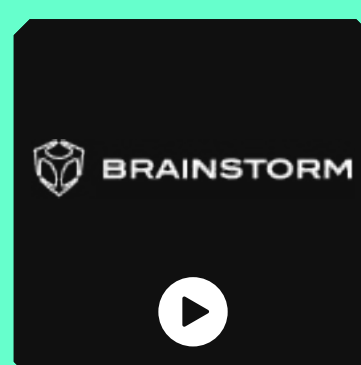
LOOKING FOR/

End client



AWARDS/CERTIFICATES

Brainstorm is a member of the NAB, SVG, IABM and other industry associations and is certified and meets the requirements of ISO 9001. The trajectory of the company has granted significant recognitions, including the Berlanga Award for Technological Innovation, the European Seal of e-Excellence by the EMMAC, the European Business of the Year, the IBC Innovation Award, the Innovation Award of the Spanish Computer Society, the IABM Game Changer Award and many more.



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BROOMX TECHNOLOGIES

ABOUT

Broomx is a technology company focused on the creation of immersive experiences in real spaces. Our first product, the MK360, is considered the world's first immersive projector. Our products and services, combining hardware, software, and content platform makes Broomx the right partner for organizations in markets such as healthcare and well-being, senior care and corporate well-being. We also work with clients from other industries as entertainment & events.

ACTIVITIES

Design and content production, Hardware, Software

TECHNOLOGIES

VR – Virtual Reality, MR – Mixed Reality, Web XR

MAIN MARKETS

USA, Canada, Japan

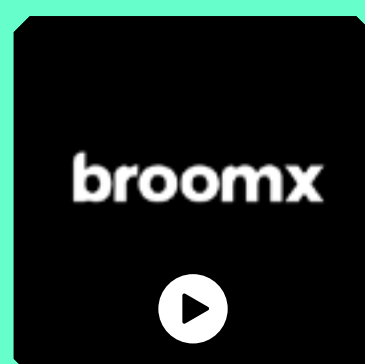
CLIENTS

Healthcare: Hospital Vall d'Hebron, Hospital Clínic, CMR Surgical, Living CG, Ontario Shores Center for Mental Health, Primacare Living, Toyota, Universal Music.



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BROOMX



Broomx is a technology company focused on creating immersive experiences in physical spaces while offering solutions that promote emotional well-being for a wide variety of users.

CLIENT/

Hospitals, senior care organizations, corporate well-being.

LOOKING FOR/

End client



AWARDS/CERTIFICATES

Best Startup Sónar 2018

CROWTEC

ABOUT

We are a boutique, Madrid-based company that was launched by computer engineers. We develop unique solutions that bring together the real and virtual worlds. Using cutting-edge technology and agile approaches, we enjoy working with creative ideas and turning them into technological innovations.

ACTIVITIES

Development, Design and content production, Software, Consultancy

MAIN MARKETS

USA

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR,
AI – Artificial Intelligence,
Blockchain, Robotics

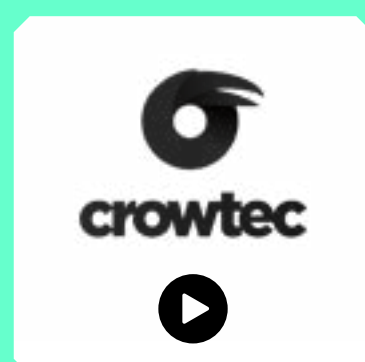
CLIENTS

Ikea, Netflix, Jose Cuervo, Ford,
RTVE, Universidad Complutense
de Madrid, Ayuntamiento de Madrid,
RSS.com, Wakkap.



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NEUART



Generation of images, videos and animations using text and artificial intelligence. Using software parameterization, words, phrases and concepts, we can create a unique piece generated solely by AI.

CLIENT/
Carvana

LOOKING FOR/
End clients, Distributors and Funding



AWARDS/CERTIFICATES

Top 100 Startups Santander X Global Award, Pitch Competition Finalist Startup Olé, Impulsa Vision Acceleration Programme RTVE, IBM Award at Global Urban Datafest, First Award Startup Programme Enterprise, Challenge PwC Special Award, Rafael del Pino Foundation Award, Redemprendia Award V Edition University Entrepreneur Awards UCM, Best Final Year Project by Sopra

EYEDAK

ABOUT

Eyedak revolutionized the world in 2013 with vrAse, the first smartphone virtual reality device, that turns your smartphone into a huge and immersive 3D screen, that you can use to play, watch movies or experience VR&AR. A whole new world accessible to everyone.

ACTIVITIES

Development, Industrial Design, Hardware

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

USA, Netherlands, Japan

CLIENTS

End users and B2B

VRASE

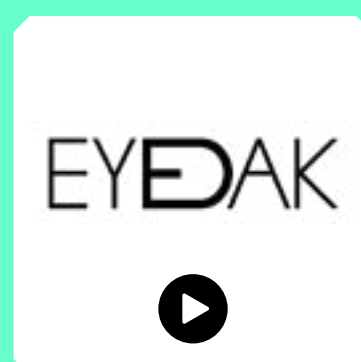


2013

vrAse forever changed the smartphone world back in 2013. A unique and simple idea that enabled the biggest revolution the Smartphone had ever seen; directly use the Smartphone for VR and AR through a specially designed glasses.

CLIENT/
HOYA corp

LOOKING FOR/
Partners for development



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FUNDACIÓ PRIVADA I2CAT INTERNET I INNOVACIÓ DIGITAL A CATALUNYA

ABOUT

The i2CAT Foundation is a CERCA center with the vision of leading the challenge of designing and building the digital society of the future based on research and innovation in advanced digital technologies. i2CAT is an organization in constant growth with extensive experience in the leadership and development of research and innovation projects at national and international level in technological areas such as 5G/6G, internet of things (IoT), immersive and interactive technologies, cybersecurity, artificial intelligence, blockchain, space communications and technologies of the digital society.

ACTIVITIES

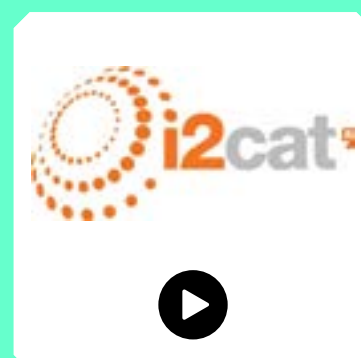
Development, Design
and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Europe

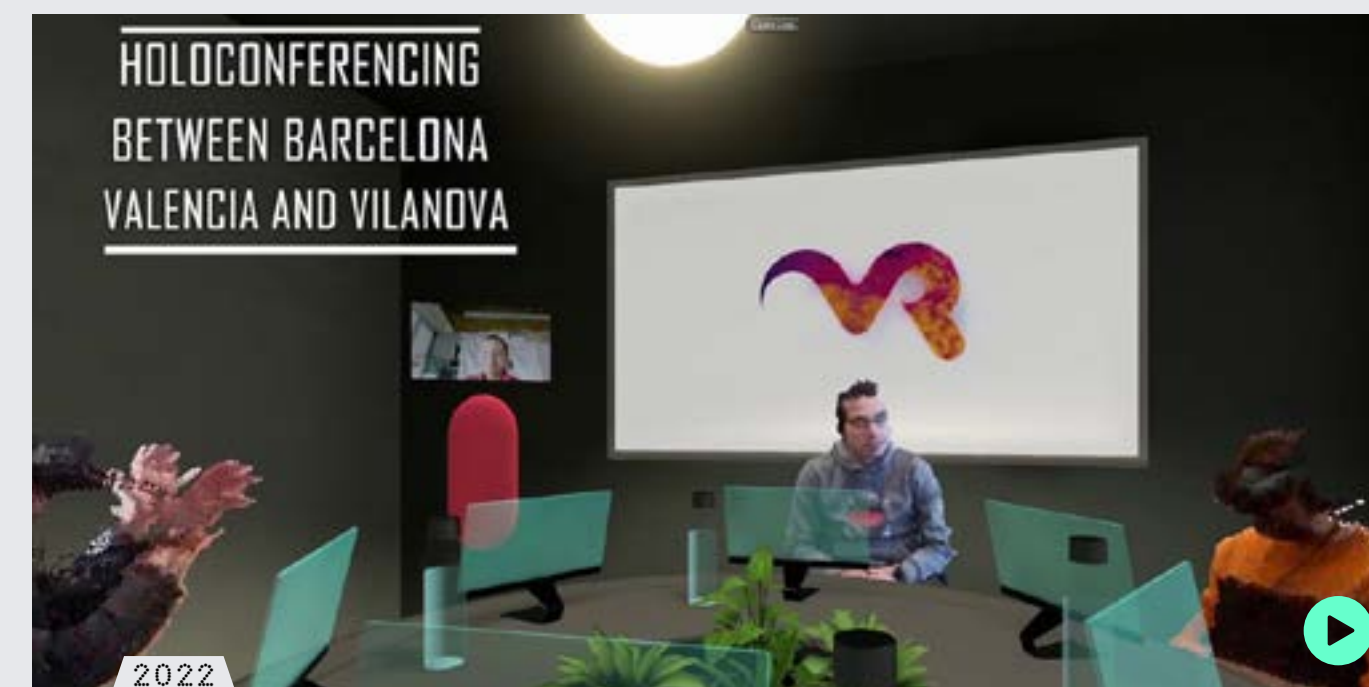


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HOLOMIT



SDK to enable Unity 3D applications with holoconferencing features.

CLIENT/

Experience developers

LOOKING FOR/

Partners for development

IMASCONO ART

ABOUT

Imascono is a Spanish studio of creative technologies, a reference in Extended Reality and in the creation of worlds within the business Metaverse. Inspired by science fiction, they seek to create a new world where creativity is the engine of evolution. All thanks to the Applied Imagination that allows them to connect cutting-edge technology with human emotions. The company works as a strategic partner with companies around the world whose business and vision require technological evolution. Driving their digital metamorphosis and connecting them with the new consumers: Millennials and Generation Z. References such as Disney, Adobe, Iberdrola, Samsung or Telefónica have trusted Imascono to develop more than 300 projects in nearly 150 countries. Immersive experiences based on the following objective: technology must be at the service of human beings.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Europe / USA / Asia & Oriente Medio (Corea del Sur, Emiratos Árabes, Tailandia, China)

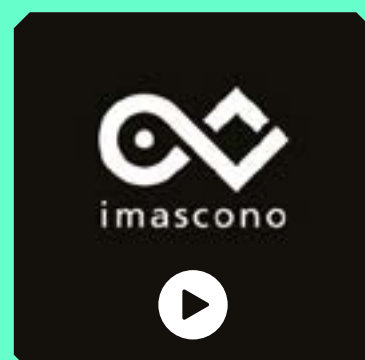
CLIENTS

Coca-Cola, Disney, Telefónica, Iberdrola, Marvel, Star Wars, Bayer, Rakuten, Siemens, Bosch, Samsung, Adobe, Adidas, Loewe, Huawei, Fosters Hollywood, El Corte Inglés, Ibercaja, Mediaset España, Chocolates Lacasa, Carrefour, Government of Aragon and Zaragoza City Council.



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ELBULLIFOUNDATION VIRTUAL MUSEUM OF NFTS



Web3, virtual avatars, NFTs, blockchain technology... Art, innovation and haute cuisine are not at odds in the digital universe. Telefónica Tech and Ferran Adrià with the support of the creative studio Imascono open the virtual doors of elBulli-Foundation with the exhibition of the Spanish chef's 114 NFTs that bring together the legacy of 30 years of culinary innovation in his own museum in the Metaverse. Each NFT in the collection also grants the privilege of visiting the chef's restaurant when it opens in 2023.

CLIENT/

Telefónica Tech & El Bulli Foundation

LOOKING FOR/

End clients



AWARDS/CERTIFICATES

Smart Cities Project Imagine Express 2017 Award, Best National Tourism App 2017 Award granted by FITUR
ZAC Internationalisation Award 2015 awarded by Zaragoza City Council, Young Project Award 2014 granted by the Aragonese Youth Institute, IDEA XXI 2014 Award from the Fundación Emprender en Aragón through CEEI Aragón.
Award for the Best Mobile Application 2014 granted by Telefónica #AragonenlaRed, Helixa Innovation Awards 2022
Most Innovative sociocultural initiative for Ofrenda de Flores Virtual, ASTER Digital Innovation 2022 Award granted by ESIC Business School.

IRALTA

ABOUT

We are a studio specialized in the creation of immersive experiences and virtual production. We innovate in the generation of virtual production content in real time and develop immersive experiences XR, VR and AR for the Metaverse. We are committed to creating content with state-of-the-art technologies best suited to each narrative and audiovisual format. Since 2005, our team's mission is to create content with a unique and original intent: "cinematic innovation, at the service of the storytelling". Throughout these years in Iralta we have produced and developed multidisciplinary projects for national and international institutions, TV channels, brands, production companies, marketing agencies and museums.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

USA, Luxembourg



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MAPI



Mapi is more than a quiz show with questions and answers, Mapi is an Augmented Reality 3D character. Using Multi Camera Virtual Production technology it was created by Iralta Virtual Production in collaboration with Mediocre and RTVE. Mapi is broadcast during "access prime time" on TVE1 and is an adaptation of "Chikos's Challenge", the revolutionary and successful program from Japan's public channel NHK.

CLIENT/
RTVE

LOOKING FOR/
Partners for development

THE BEAR, THE TIGER AND THE DRAGON. A VR EXPERIENCE



The Bear, the Tiger and the Dragon is an immersive and interactive virtual reality experience. A powerful animation project based on The Bear, the Tiger and the Dragon fable, written by Andrés Pascual and Ecequiel Barricart. An ambitious VR / AR / XR project that pushes the innovation on interactive narrative, research, technological systems and human crews needed to create a first – level contain within this universe. An IRALTA VR project, in development phase, granted with the Culture Ministry of Spain funds. The project has been presented in MIPTV Cannes 2019, reaching some international co – production agreements (currently, in search of funding).

LOOKING FOR/
Funding

KATACLACK

ABOUT

Kataclack is a Camera manufacturer. Kataclack expertise on hardware and firmware design allow us to develop our professional high quality camera systems to cover the needs of new immersive content. We design from system level architecture down to sensor PCB, as well as real-time image processing pipeline on FPGA to build any system required to shoot immersive content (from side-by-side for 3D to multi-camera systems required for XR/Volumetric and what has still to come...). Our systems achieve a perfect synchronisation of image acquisition, using global shutter sensors and high quality RAW image processing flow from sensor to screen.

ACTIVITIES

Development, Hardware, Software

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality

MAIN MARKETS

United Kingdom, Germany, Italy, France

CLIENTS

Audiovisual production companies, Mercedes, Samsung, historic Museum, Catalana de Mitjans Audiovisuals, Mediapro, Lavinia, Inflight VR and 8 Production.

 KATACLACK



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DER SPRUNG / THE LEAP 1961



The Leap (Der Sprung) is a POV VR 60fps experience for Deutsches Historisches Museum that reproduces a historical photograph of a soldier jumping over Berlin's wall in 1961. Kataclack developed a 3D VR 60fps global shutter system in helmet configuration. The experience was recorded in RAW.

CLIENT/
 Liquid Blues Production, Deutsches Historisches Museum

LOOKING FOR/
 Partners for development

CHROMATICA



Chromatica is a cinematic 3D VR film shot with Kataclack 3D VR global shutter system. The film was one of the first VR videos in 3D in the World. Kataclack provided its 3D VR system as well as its camera operators. The experience was shot in RAW to achieve cinematic quality. It was shot in Rome for 8Productions and Bienale de Venecia.

CLIENT/
 8Productions, Bienale de Venecia.

LOOKING FOR/
 Partners for development



Projects in which our products have been used have won awards such as the **German Design Award 2018** Intercative user experience (AMG V RACE), Raindance immersive award ,and others projects have been selected in La Biennale VR.

KRILL AUDIO

ABOUT

Krilloud has developed Krilloud, a new interactive audio middleware. Krilloud is a node-based audio middleware that facilitates the design and implementation of interactive audio in a creative, simple and efficient way. Our goal is that developers, programmers and audio professionals save time and expand their creative possibilities. We are audio evangelists so to help the community we deliver an affordable and easy-to-use tool, while streamlining the workflow. We aim to give access to everyone to a tool that breaks barriers and allows them to enter the exciting world of interactive audio.

ACTIVITIES

Development, Design and content production, Producer, Software, Consultancy

MAIN MARKETS

Worldwide

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR

CLIENTS

Video Game Studios, VR/AR/XR
Developers, Metaverse, Education,
Game Developers & Web Experiences.



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KRILLOUD



2021

Krilloud is a node-based audio middleware that facilitates the design and implementation of interactive audio in a creative, simple and efficient way. Our goal is that developers, programmers and audio professionals save time and expand their creative possibilities. We are audio evangelists so to help the community we deliver an affordable and easy-to-use tool, while streamlining the workflow. Krilloud saves 80% of audio implementation time. The learning curve is the fastest in the market, up to 4 hours.

CLIENT/
B2B

LOOKING FOR/
Funding



AWARDS/CERTIFICATES

Second place in the first call of the XR4ALL program

LA BICICLETA AD

ABOUT

We are a creative studio & post-pro house with a postproduction background of 30 years. Our services: Production, Virtual Production, VR, Post-production, Sound, Binaural Sound, Design, Cinematic Drone, CGI. We can do small-mid range full productions service, we are specialized in vfx and post-production. The VP Lab is our brand for Virtual Production services: Virtual Production supervision & TD, World Capture, Visualization, Performance Capture, Simulcam, ICVFX (led wall / green screen) / interactive lighting. Unreal Engine.

ACTIVITIES

Producer, Consultancy

TECHNOLOGIES

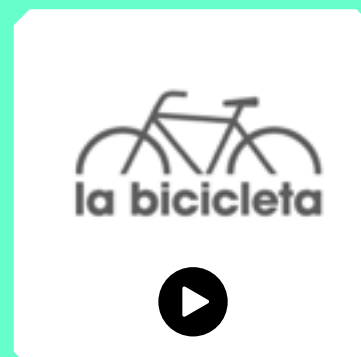
VR – Virtual Reality,
MR – Mixed Reality,
Others (Videomapping,
Holograms, Photogrammetry,
IoT...)

MAIN MARKETS

United Kingdom, USA,
United Arab Emirates

CLIENTS

Advertisers, producers and agencies.
Havas, H&S, Hyundai, Amazon, Netflix,
Samsung, Kia, fiction and series.



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THE VP LAB



The vp lab offer services; virtual production supervision & TD, World Capture, Visualization, Performance Capture, Simulcam, ICVFX (LED WALLS/ GREEN SCREEN) / interactive lighting.

CLIENT/
THE VP LAB

LOOKING FOR/
Funding

AWARDS/CERTIFICATES

Members Royal Academy of Cinematographic Arts and Sciences of Spain.
Nominacion Sitges VR, German Design Awards, Sol de Oro.

OVERLAT GLOBAL

ABOUT

Overlat is an immersive studio focused on interactive experiences formed by professionals with more than 20 years of experience in diverse fields such as video games, cinema, and audiovisual production. Our goal is to create interactive experiences with high-quality content, that take into account the nuances of each project, and offer new ways to tell stories. We have a wide range of skills and experience in fields such as video games development, film production, and audiovisual creation.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

France, Italy



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MEMORIA: STORIES OF LA GARMA



Stories of La Garma is an interactive virtual reality journey narrated by Geraldine Chaplin that gives audiences the chance to explore the stories trapped intact inside the cave of La Garma for more than 16.000 years. The user can walk around three spaces of the cave, captured with millimetric precision using laser scanners and photogrammetry, and unleash the memories of each space, including palaeolithic hunters, a mom and her child and the terrifying cave lion who made his way deep into the cave to live his final days.

CLIENT/
World Monuments Fund

LOOKING FOR/
End client

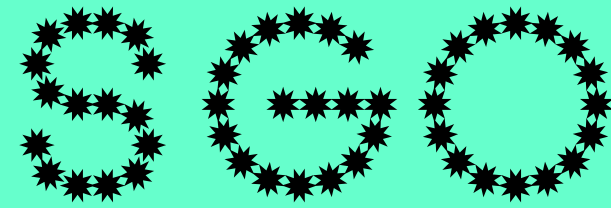
IL DUBBIO I & II



Nowadays, we tend to see doubts as weaknesses in our struggle to succeed no matter what. We would rather show off our accomplishments, confidence and productivity, especially in the creative process. Il dubbio is an interactive documentary VR experience challenging these assumptions and exploring doubt as a driver of creation, an exploration of the timeless relationship between artistic expression and doubt. The journey begins in Leonardo Da Vinci's studio, where users can experience a lesser-known side of the celebrated Renaissance master and in Episodio II, Kenyan painter Beatrice Wanjiku reflects on the loss of her mother and how it has put in question her identity as an artist, shaping her work.

CLIENT/
Reframe VR

LOOKING FOR/
End client



ABOUT

SGO is a high-end technology company with decades of experience in developing and integrating high-end post-production solutions. Built on years of research, development and production experience, Mistika Technology empowers users with new levels of creative power, performance, and efficiency in trending and immersive post-production workflows, including Virtual Production. Mistika VR is the industry's favorite and award-winning optical flow stitching software that changed the way multi-camera optical flow stitching is done and importantly contributed to the optimization of VR post-production pipeline. Mistika Boutique is the first and only post-production system to natively integrate the most complete set of professional finishing tools, including conforming, VFX, color grading, Stereo 3D, VR/360° – and so much more.

ACTIVITIES

Development, Software

TECHNOLOGIES

VR – Virtual Reality

MAIN MARKETS

USA, Canada,
South America,
Germany, Japan, Korea

CLIENTS

Meta, ParkRoad, MSG,
Marvel, NHK, Humax



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MISTIKA VR



Adopted by the global VR Community and camera manufacturers, Mistika VR is the industry's favorite VR-focused stitching solution. It allows the users to quickly stitch 360°/180° media and fix problems from any camera in any situation and always deliver high-quality results no matter the difficulty of the project. On the extensive list of dedicated features, you'll find one-click stabilization, edge points, color management and even VR headset preview.

LOOKING FOR/
End client

AWARDS/CERTIFICATES

2005 III Professional Production Awards, 2007 Foro internacional de los contenidos digitales, 2009 Broadcast India, 2012 Academia de Cine, 2012 Birtv Award, 2013 International 3D Society, 2011 y 2013 IBC, Innovation Awards, 2017 Best of Show Award, 2016 II Premios Panorama, 2016 y 2017 HPA Award, 2017 Premios Panorama

THINGS HAPPEN

ABOUT

We design unique audiovisual projects. Through our creative use of technology, the audience is immersed in a moving experience.

ACTIVITIES

Development, Design and content production, Producer, Consultancy, Events, Others

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Switzerland, Germany

CLIENTS

Projektil (Switzerland), Immersive Art (Switzerland) Alegria (Germany), Paradigma digital (Spain), Disney (Spain), Netflix (Germany), Turner Broadcasting (Spain).



CONTACT

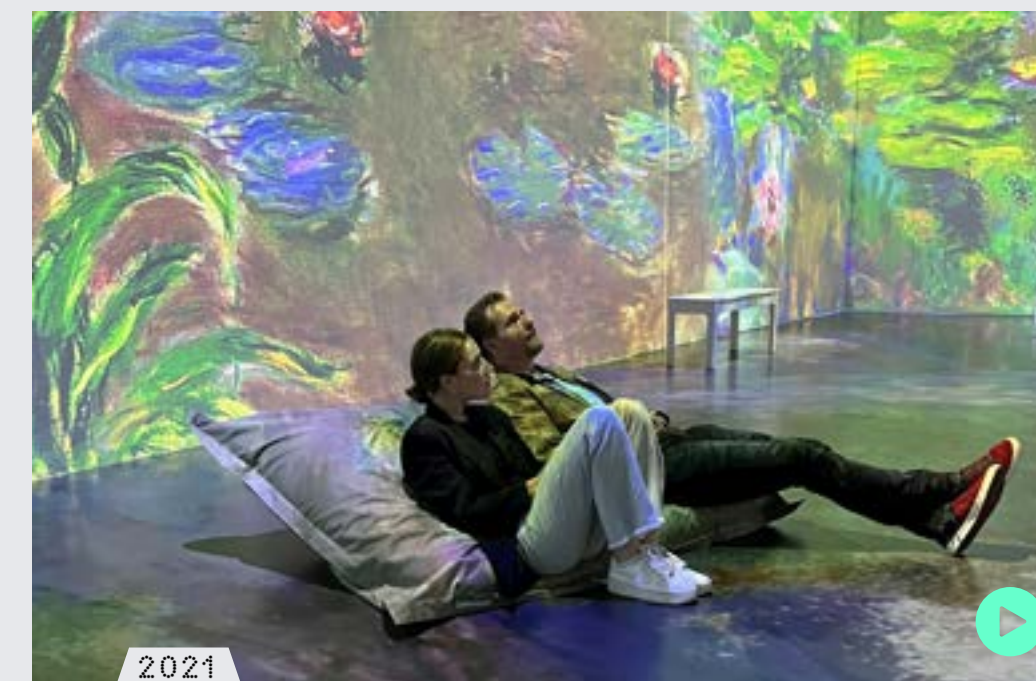
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Things Happen



MONET'S GARDEN AND IMMERSIVE EXPERIENCE



"Monet's Immersive Garden" is a 360-degree experiential journey through the life and work of one of the greatest artists of the last century. The immersive production allows visitors to dive into the world of Claude Monet. The show blends images with music to create an enchanting world of colour that brings the artist's paintings to life in ways never seen or experienced before. Illusions transform into reality before the viewers' eyes, transporting the audience to the heart of Monet's garden.

CLIENT/
Projektil

LOOKING FOR/
We want to bring art closer to the new generations and for this we use new languages such as technology.

OLÉ OLÁ



For the legendary Joy Eslava theatre, we proposed an exquisite creation that immerses the audience in a powerful and original way into the world of flamenco. Choreographed by Cristina Hoyos we developed an immersive visual journey that enhances the narrative of the show and movement of the dancers. We wanted to represent the complexity of the creative process of flamenco translating into visuals the gesture, the rhythm and the passion of this art made of pure feeling.

CLIENT/
Teatro Eslava

LOOKING FOR/
In this project, we seek to create a different environment and enrich the show.

BEANOTHERLAB

ABOUT

BeAnotherLab is an interdisciplinary art-science research laboratory dedicated to exploring the relationship between identity and empathy. They develop immersive technology systems to generate new modes of storytelling and to experiment with the perception of self and other. Driven by an action-research approach and their laboratory has developed a range of methodologies for interfacing with difference, always aiming to translate and connect in a context-specific and situated manner. Since 2012 they have developed and presented their work in more than 20 countries in a wide variety of contexts — from science laboratories, maker spaces, research centres, art and cultural institutions, festivals, schools, museums, libraries, detention centres for asylum seekers and grassroots institutions for human rights.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

BeAnotherLab



CONTACT

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THE MACHINE TO BE ANOTHER



2014

Embodied Virtual Reality system designed to experience the world from another person's perspective. The installation of The Machine To Be Another (TMBA) works as an open platform for the co-design of immersive experiences. promotes embodied perspective-taking and dialogue across difference for pro-social behaviour and mutual understanding. This experience is called a Body Transfer Illusion, The Machine is a unique system and the chief invention of BeAnotherLab. It results from long-term research on how to foster active perspective-taking and empathic concern.

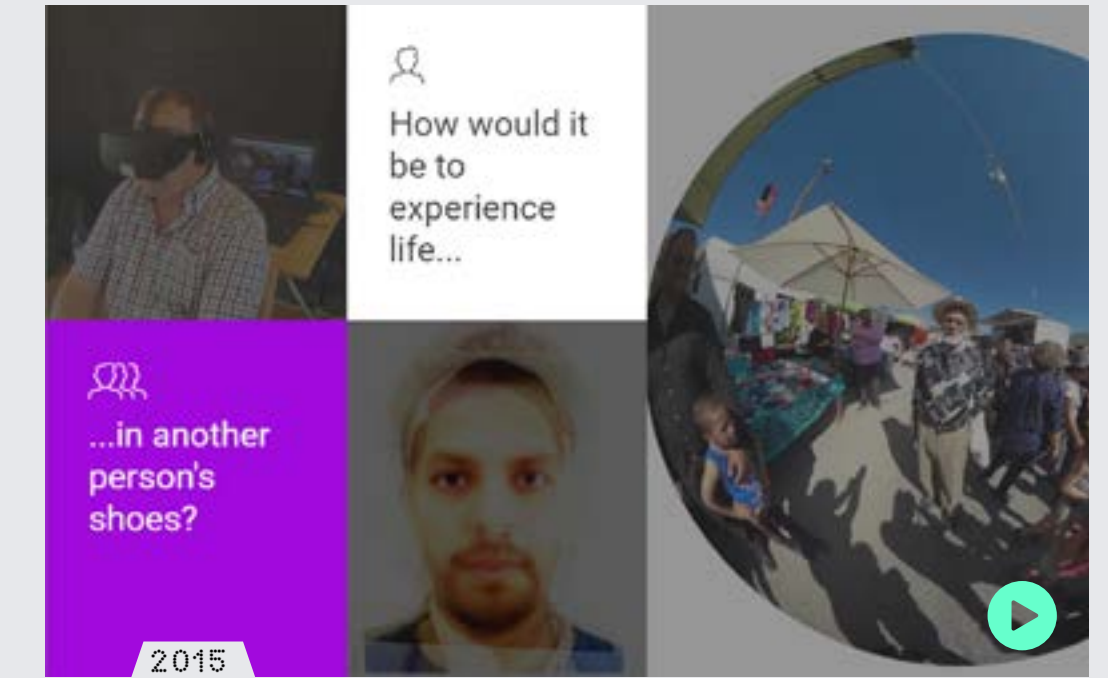
CLIENT/

Companies, schools and training centers for teachers.

LOOKING FOR/

Partners for development

THE LIBRARY OF OURSELVES



2015

The Library of Ourselves is a system developed by BeAnotherLab. The Library is based on the technology of The Machine To Be Another and enables the creation and experience of immersive and embodied 360° VR FILMS. These VR films allow users to step into the shoes of a storyteller and to experience their narrative from their point of view. Each VR film is a deeply immersive experience of another's first-person perspective.

CLIENT/

Companies, schools and training centers for teachers.

LOOKING FOR/

Partners for development

CIENCIAVR

ABOUT

We are a Startup that develops our own content in virtual and augmented reality in the field of education, culture and publishing. Creating applications from which we can implement 3D models in RA in learning environments, Workshops.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR

MAIN MARKETS

Portugal, South America



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GENETIC-AR PROJECT.GENE EXPRESSION THROUGH AUGMENTED AND VIRTUAL REALITY



CienciaVR develops educational resources on the Genome and its Gene Expression in Virtual and Augmented Reality to create spaces for disruptive learning. Through interactive immersive experiences, a more enriching learning process is developed, promoting creativity, interactivity and motivation in students. We create virtual resources where each teacher can work in a unique way, personalized and adapted to the needs of each student and educational center.

CLIENT/
Colleges, universities, academic training centers

LOOKING FOR/
Funding



AWARDS/CERTIFICATES

Most Innovative Project Award "Go2Work EOI" 2021

BIOINVASIVE SPECIES PROJECT IN AR



CienciaVR develops educational resources for the dissemination of Bioinvasive Species in the Iberian Peninsula in Augmented Reality to create spaces for disruptive learning. Through interactive immersive experiences, a more enriching learning process is developed, promoting creativity, interactivity and motivation in students. We create virtual resources so that each entity can work in a unique way, personalized and adapted to the needs of its disclosure environment. CienciaVR desarrolla recursos educativos para la divulgación de Especies Bioinvasoras en la Península Ibérica en Realidad Aumentada para crear espacios de aprendizaje disruptivo. A través de experiencias inmersivas interactivas, se desarrolla un proceso de aprendizaje más enriquecedor, fomentando la creatividad, la interactividad y la motivación en el alumnado. Creamos recursos virtuales para que cada entidad pueda trabajar de forma única, personalizada y adaptada a las necesidades de su entorno de divulgación.

CLIENT/
Colleges, universities, academic training centers

LOOKING FOR/
End client

CIMA HORIZONS

ABOUT

We are [Cima Horizons](https://cimahorizons.com/), an immersive digital product studio that develops ad-hoc projects for companies and entrepreneurs. We are specialized in Virtual Reality and Augmented Reality, using all available resources to drive our projects to the metaverse. We are located in Seville, in two cool places, in [MAGMA] and [Espacio RES]. Our main goal is to build projects that provide real value to our customers. We always try to keep our curiosity alive and learn new things, regarding how fast technology advances.

ACTIVITIES

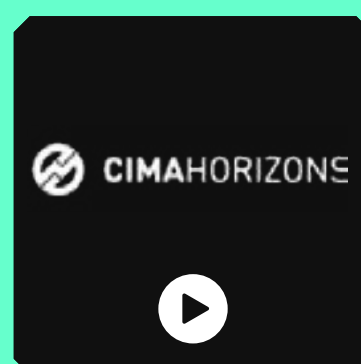
Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

United Kingdom,
Germany, France, USA



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RED CROSS VR - WOMEN OF THE WORLD



Making use of the Sustainable Development Goals, this project aims to make school students aware of some of the problems that society has to face, putting them in the shoes of other children in different parts of the world.

CLIENT/
Red Cross

LOOKING FOR/
Partners for development

CHIARA V-LEARNING

ABOUT

Chiara is the only Virtual Learning training that prepares to speak in public and improve oratory in real situations through to virtual reality and artificial intelligence. 1. The VR APP helps you to manage your nerves and stage fright before any presentation. 2. Chiara analyses the most important parameters of oral communication: Volume, intensity, intonation, pauses, silences, taglines and clarity. 3. Find out which areas you need to train and practice tricks that will allow you to dazzle in the presentation. We have different communication trainings: Chiara Master | Chiara Lite | Chiara Conference | Chiara Legal | Chiara University.

ACTIVITIES

Development,
Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality,
AI – Artificial Intelligence

MAIN MARKETS

Europe & LATAM

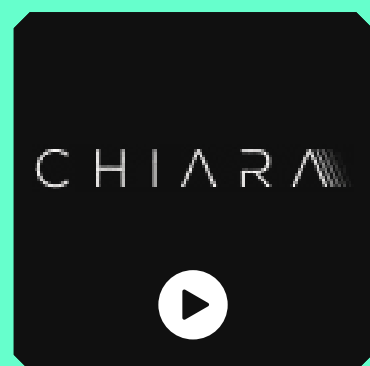
CLIENTS

Accenture, Ferrovial, BBVA,
Johnson&Johnson, Pepsi&Co,
Cepsa, Endesa, Naturgy,
Acciona, Banco Santander,
Shiseido, ING, Boston
Consulting Group, GSK.



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CHIARA



Chiara is the only Virtual Learning training to learn how to speak in public and improve oratory in real situations, through to virtual reality and artificial intelligence. 1. The VR APP helps you to manage your nerves and stage fright before any presentation. 2. Chiara analyses the most important parameters of oral communication: Volume, intensity, intonation, pauses, silences, taglines and clarity. 3. Find out which areas you need to train and practice tricks that will allow you to dazzle in the presentation.

CLIENT/

Corporate and business school

LOOKING FOR/

Distributor



AWARDS/CERTIFICATES

Pyme Innovadora 2018, Premio Start up Innovadora por “La Nave”, Sello de Excelencia “Certificate delivered by the European Commission”, Premio Start up Innovadora por South Summit 2020, Finalista NTT eWards 2022, Mujeres Referentes del Emprendimiento Innovador en España (Soraya del Portillo) - 2021

IBERCOVER STUDIO

ABOUT

Ibercover Studio creates digital immersive experiences through video mapping, virtual reality, augmented reality and AV installations. If you are interested on these technologies, contact us. We are ready to collaborate. We work with lighting and sound design, with images and technology. Art and science playing together to produce immersive and inspiring, truly unforgettable, experiences. We're out to create powerful, time-stopping, mind-bending experiences that audiences will take home, talk about and remember.

ACTIVITIES

Development, Producer,
Software, Events

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Saudi Arabia, United Arab
Emirates, England, USA,
Italy, Israel, Argentina

CLIENTS

Samsung, Mercedes Benz,
Moet Chandon, RTVE,
McDonalds, Philips, Movistar,
Vodafone, ING Direct, ONU,
Museo del Ejército.



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TRAVEL TO OLD ARABIA



Travel to the Old City of Riad and interact with the heritage elements of this culture. Welcome to the most awesome world of virtual reality. We can create any world you can image. Let's travel to any place and any time. Interact with every single object and character. Welcome to the next virtual reality.

LOOKING FOR/
Distributor

INNOAREA PROJECTS

ABOUT

Innoarea Projects was created with the aim of bringing innovation to companies in the industrial sector through the development of Virtual and Augmented Reality experiences that improve their processes. The company designs and develops products and services in which technology is put at the service of companies to improve their sales tools, their productivity, the training of their workers and the resolution of incidents. Innoarea has had the opportunity to work with many customers solving countless problems that have arisen. All this experience has allowed them to know the needs of the market and to design a standard product, capable of providing solutions to most of the cases that arise.

ACTIVITIES

Development, Design and content production, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

United Kingdom, France, Singapore, Mexico

CLIENTS

Porcelanosa, F. Segura
Hungária Kft., Continental
Automotive Guadalajara Mexico
S.A. de C.V., TRUMPF Pte Ltd,
BMB Smart SAL, V360 Training Limited.



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MSC CRUISES TRAINING VR



MSC wanted to make use of our virtual reality Training solution to be able to train a larger number of new crew members at the same time. Through our software, each new crew member has the possibility to test their skills through an immersive 360° itinerary. The user can move and interact with different parts of the ship in an realistic way and perform tests related to the operational procedures of the cruise ship to learn how to operate it.

CLIENT/
MSC cruises

LOOKING FOR/
End client

ISOSTOPY

ABOUT

Isostopy conceptualizes, designs, and produces immersive experiences for brands and companies. Using virtual, augmented and mixed reality technologies and web 3d solutions, they can create ad hoc applications for all kinds of sectors, with an emphasis on good design and tangible business results. Throughout the last few years, they have worked with companies such as Telefónica, Inditex, Banco Santander, and Coca-Cola. In 2019, they were highlighted as the most creative company in Spain after winning the Creative Business Cup. Their projects include experiences in the industry and construction, but also the marketing and cultural sectors.

ACTIVITIES

Development, Design and content production, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR

MAIN MARKETS

USA, United Arab Emirates

CLIENTS

Telefónica, Banco Santander, Airbus, Coca Cola, Philips, Inditex, Sacyr, Lidl, Merck, Janssen, ING, Oppo, Gfk and more.

VIRTUAL REALITY AND 3D WEB TRAINING SIMULATORS



Isostopy has developed a series of VR and 3dweb compatible simulators for safety training in different industries. Users can practice all kinds of procedures in a safe environment without the need for expensive equipment or traveling to a specific location. Each user's training gets registered and the results can be downloaded to evaluate them. The experience can run in VR and desktop mode, directly from a web browser. Currently available: safety in construction, storehouse, ambulance, truck pre-trip inspection, and more.

CLIENT/

Several companies and institutions

LOOKING FOR/

End client



AWARDS/CERTIFICATES

Creative Business Cup Spain 2019 - Winner Creative Business Cup Global 2019 - Semifinalist

isostopy



CONTACT

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LUDUS GLOBAL

ABOUT

One of the main objectives of Ludus is to help companies and trainers in risk prevention, create safe work environments. We offer them a tool to maximize and digitalize their trainings, as well as the opportunity to collect data to make informed decisions. The platform is a Software as a Service model. Clients pay for a license and have unlimited access to all the contents of a continuously increasing catalogue. This allows us to democratize access to virtual reality training. VR allows employees to experiment sensations whilst they learn, maximizing their awareness and retention. In risk prevention, this translates into reducing accidents and saving lives.

ACTIVITIES

Design and content production, Software, VR simulations for occupational health and safety training

MAIN MARKETS

España, Mexico

TECHNOLOGIES

VR – Virtual Reality

CLIENTS

Bimbo, Ferrovial, Nestlé, Ford, DS Smith, Grupo Preving



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LUDUS GLOBAL FIRE EXTINGUISHER

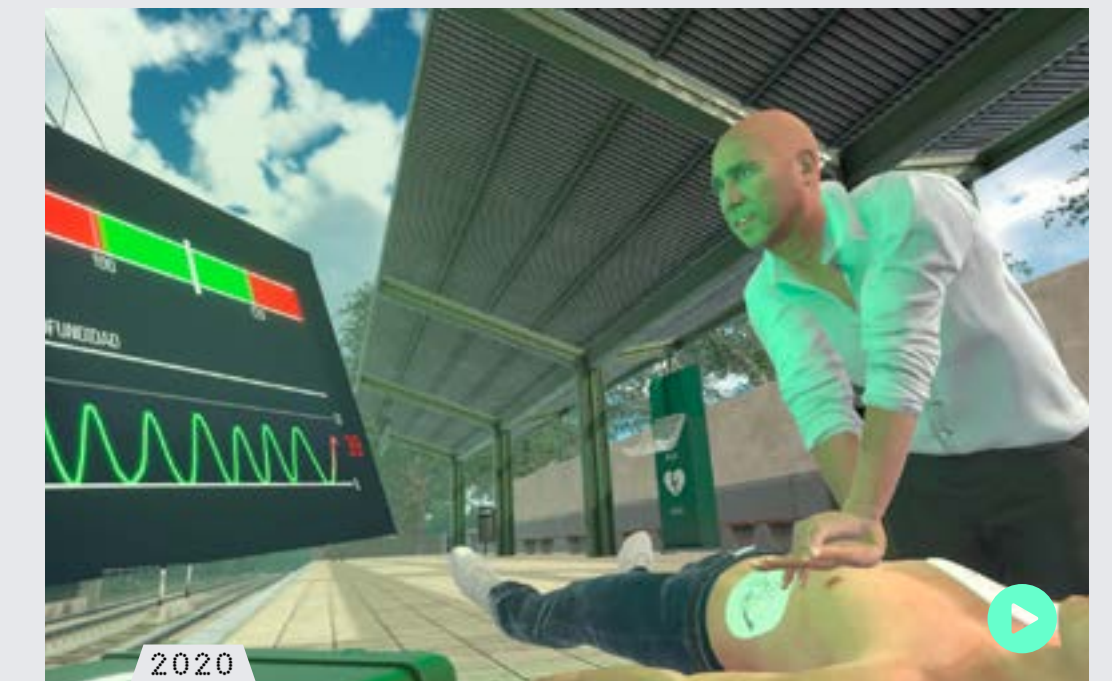


This training is used to explain the necessary safety protocol and test the knowledge acquired by the user, independently of their former experience with the equipment. Students face different kinds of fire, having to choose the appropriate extinguisher and following the procedure for use. The trainer can use an adapted physical fire extinguisher to give the simulation greater realism.

CLIENT/
Coca Cola

LOOKING FOR/
End client

LUDUS GLOBAL CPR CPR CARDIOPULMONARY RESUSCITATION



CPR training was created by Ludus Global aimed at teaching cardiopulmonary resuscitation, improving the learning experience by using virtual reality and an interactive and sensor-equipped dummy. The simulation encompasses several realistic situations, both guided and autonomous, cementing the knowledge. Training combining virtual reality with an interactive dummy helps save lives.

CLIENT/
IMQ - HOSPITAL

LOOKING FOR/
Distributor

ONE DIGITAL CONSULTING SMART BUSINESS SOLUTIONS

ABOUT

ONE Digital Consulting is a global XR Hi-Tech company founded by a team of entrepreneurs with more than 25 years of international experience in the “New Advanced Technologies” world. We help Organizations, Governments, Institutions, and Clients, drive their digital transformation process through re-imagining their business, designing the best Smart XR Ecosystems, and training the community Members for the best performance implementation.

ACTIVITIES

Development, Design and content production, Software, Consultancy, Education (ONLY XR study programmes -Business Schools and Universities)

MAIN MARKETS

Italy, Saudi Arabia, United Arab Emirates

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Others (Videomapping, Holograms, Photogrammetry, IoT...)

CLIENTS

Italdata, Escuela Superior de Música Reina Sofia, Easo, Alberta Innovates Siemens, Gna University, Texas University, HP, Acer, Centro Europeo Di Formazione, Junta de Extremadura, Ministry of Education United Arab Emirates, European Union.



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MUSIC 5 SENSES



Through this immersive experience, the public will be able to enjoy a series of educational XR experiences, performed by the Reina Sofia School’s Camerata: “Mozart gets lost in the night”, “Dancing with the ear” and “De serenata con Tchaikovsky”, in which the keys to understanding and analyzing the works, the instruments and the feelings that are contained in them are offered. are reflected in an attractive, dynamic and innovative format. The user will feel immerse at the center of a string orchestra from which to travel to remote paradises, frozen landscapes and palaces of past centuries. Several thousand people already experienced this amazing project.

CLIENT/
Escuela Internacional de Música Reina Sofia

LOOKING FOR/
Funding

JOBS FOR TECH



The general objective of JOBS4TECH is to align Vocational Training (VET) with the needs of the labor market in the new XR sector, to improve the employability of its students. Along the project, professors from the technological area and their students have experienced an integrated itinerary in the field of XR , which contemplates in a coordinated way both the teaching of technical skills and the necessary competencies for work as an employee or self in this sector. This pioneer program, has consisted of the design, development and implementation of six learning modules, where technical content has been integrated with soft skills with teachers from Lithuania, Estonia, Germany and Spain.

CLIENT/
European Union

LOOKING FOR/
Funding



2017.- ONE Finalist of Next 47 program Best VR Experience (SIEMENS), 2019.- ONE 10 Most Valuable Digital Transformation Company (Analytics Insight), 2020.- ONE Finalist Best Immersive Experience (ILRN), 2020.- ONE 10 Most Valuable Digital Transformation Company (Analytics Insight), 2021.- ONE Most Innovative XR in Education Company in Europe (Corporate Vision), 2021.- ONE Leading Innovators in Smart Learning, Solutions Spain (Corporate Vision)

PREXENZ

ABOUT

Software development for virtual and augmented reality.

ACTIVITIES

Development, Design and content production, Software, Consultancy, Education (ONLY XR study programmes -Business Schools and Universities)

MAIN MARKETS

Portugal, USA, Dubai

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

CLIENTS

Development of virtual reality software for training companies, industry, tourism or real estate.

EMERGENCY VR SIMULATOR



Recreation of Tierra de Barros hospital for staff training in occupational hazards. The objective of this application is to save the high costs involved in shutting down an entire hospital for a fire drill, in this way workers can practice without incurring any cost and be prepared for emergency situations. This project, carried out together with Plena Inclusión Extremadura, also shows an adapted poster proposal, designed by the organization itself, in order to facilitate the understanding of people with cognitive disabilities.

CLIENT/

Plena Inclusión Extremadura



AWARDS/CERTIFICATES

Creative Business Cup Spain 2019 - Winner Creative Business Cup Global 2019 - Semifinalist



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PRODUKTIA

ABOUT

We are a study of audiovisual creations that base our differential value on technological innovation. Starting in 2006 with the 3D/CGI, we have made it evolve from the screen with the stereoscope, putting it afterwards on the table with AR and finally entering the VR, where the programming has allowed us to interact and achieve more efficient communicative tools. For us, it has been a natural evolution in which every step has given us enough knowledge to reach the next one.

ACTIVITIES

Development, Producer

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR,
Others (Videomapping,
Holograms, Photogrammetry, IoT...)

MAIN MARKETS

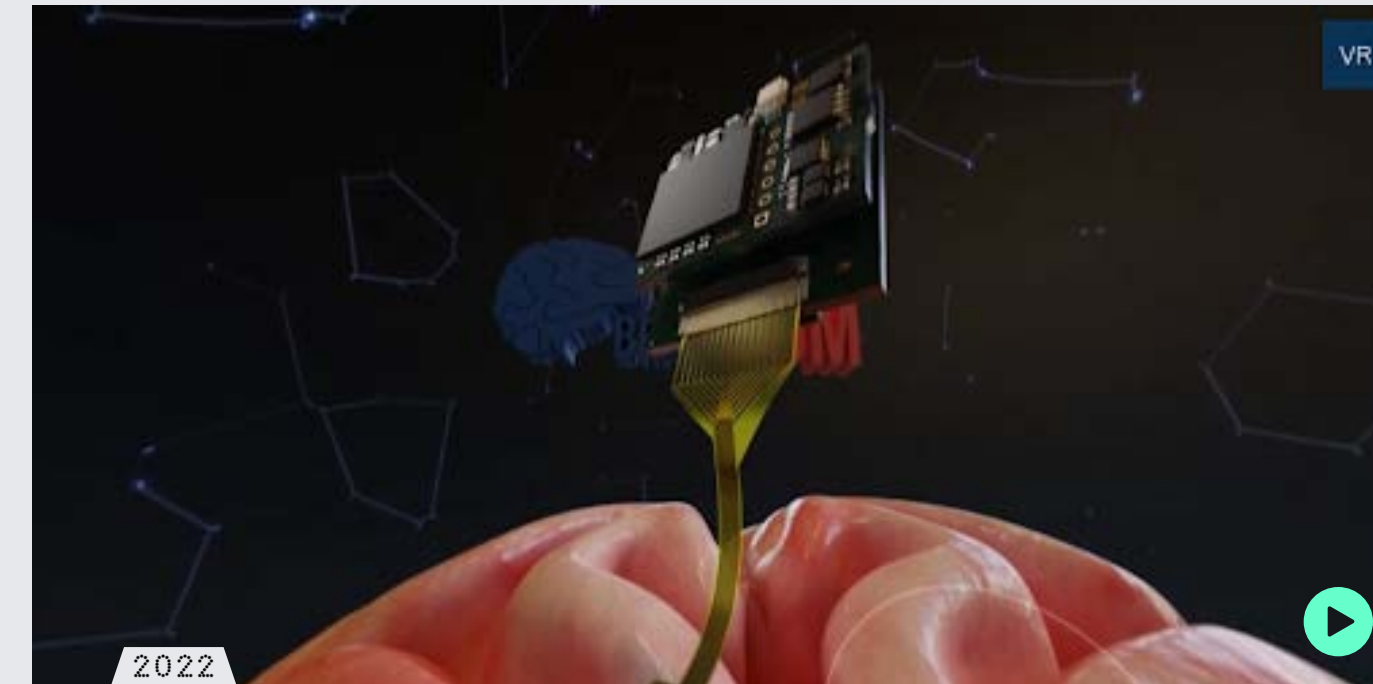
USA



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VRAINCOMI



European scientific dissemination project.

CLIENT/
Explainers Group

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Premio ASPID

SECUOYA NEXUS

ABOUT

At NEXUS we work for brands, researching and analyzing their needs to find the target audience and design a content and entertainment strategy for their product and branding areas; We do it through branded content actions, both online and offline, and from our different areas such as Viewin, where we create and develop communities on YouTube and plan and market our network of channels; from the events area where we create, develop and organize face-to-face events, hybrids, and virtual productions and finally, from the virtual experiences area, where we create and develop virtual spaces in the metaverse using virtual and augmented reality to generate new experiences and new points of contact for the target audience of our clients.

ACTIVITIES

Development, Design
and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Europe



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THE CELL



Ideate, develop and design for a Virtual Reality experience the evolution and path of the cell and how the multiple sclerosis disease is produced. The objective was to help doctors explain the phases of how the disease affects the neurological system.

CLIENT/

MSD (Merck Sharp and Dohme)

LOOKING FOR/

End client

VIRTUALWARE

ABOUT

Virtualware is the leading European provider of Virtual Reality (VR) solutions for industrial sectors, and was recently acknowledged as the world's Innovative VR Company at the latest edition of the VR Awards. Founded in 2004 offers cutting-edge solutions to various Fortune industrial 500 companies, including GE Hitachi, Bayer, and Merck, to name a few. Virtualware is hailed as a European leader in applying immersive technologies, including virtual, mixed, and augmented reality. The company aims to create real-world solutions and has led the creation of several breakthrough applications, including one that allows workers as specialized as nuclear plants operators to train safely. Headquartered in Bilbao, Spain, a North American office in Toronto, and partner companies around the world, the firm will finish 2021 with over €5m in billings. Its team of 45 headcount includes technologists and engineers who have launched more than 500 projects in over 27 countries.

ACTIVITIES

Development, Design and content production, Producer, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
Web XR

MAIN MARKETS

USA, Canada, United Kingdom, France, Germany, South Korea, Colombia, Mexico, El Salvador

CLIENTS

GE Hitachi, Petronas, Iberdrola, Alstom, Guardian Glass, ArcelorMittal, Danone, Johnson & Johnson, Biogen, Bayer, ADIF and the Spanish Ministry of Defense.



CONTACT

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RAILWAY VR TRAINER



ADIF, one of the largest European railway infrastructure managers, is ensuring a smooth generational transition by investing in effective training with VR technology. This considerable shift to digital will mark the beginning of a challenging yet exciting transition in which VIROO® plays a pivotal role to protect, pass and enhance the operational knowledge of a vital part of Spain's critical logistics and transportation infrastructure.

CLIENT/
ADIF

LOOKING FOR/
End client

MEDICAL STAFF OF THE MILITARY HEALTH CORPS VR TRAINING



The Spanish Military Health School is implementing VIROO® to address the challenges of training army units in medical protocols for chemical, biological, radiological, and nuclear scenarios, enabling teams to assess and improve performance in various areas such as leadership, teamwork, communication skills, and decision-making proficiency in complex scenarios and extreme stress situations.

CLIENT/
The Spanish Ministry of Defense

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Most Innovative VR Company of the year 2021, The VR Enterprise Solution of the Year 2019

VISON

ABOUT

The Creative Immersive Company Leading Spanish company in the production of immersive content through extended reality technology (Virtual Reality, Augmented Reality, and Mixed Reality) Over the last decade, VISION has been at the forefront of innovation pioneering solutions and projects that have later become industry standards. We have successfully delivered more than 400 immersive experiences for over 200 international clients across multiple industry sectors and collecting 25 awards and nominations along this amazing journey.

ACTIVITIES

Development, Design and content production, Producer, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
Web XR

MAIN MARKETS

USA, Dubai, United Arab Emirates, United Kingdom, Brazil, Argentina

CLIENTS

Seat, Apple, Huawei Ford, Damm, Worldbank, Orange, Telefónica, Iberdrola, Antser Group, Dhl Supply Chain, Nike, Adidas.

ANTSER VIRTUAL CONFERENCIA SCHOOL



A virtual platform connected to a 360 camera for virtual attendees with a social VR interaction room.

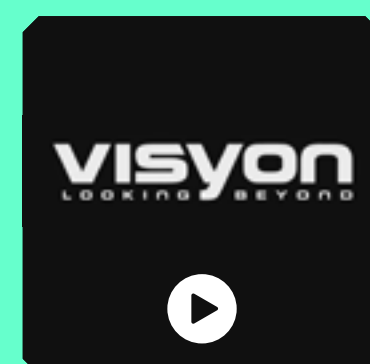
CLIENT/
Antser Group

LOOKING FOR/
End client



AWARDS/CERTIFICATES

The Webby Awards, Cannes Lions, Awards The Lovie, Awards FWA, Premios nacionales de Creatividad



CONTACT

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AAAGAMES STUDIOS

ABOUT

AAAGames Studios is an international VR/AR/XR company based in Madrid, Spain. Using proprietary technology - Golf5 - we develop impactful golf experiences that enable fans around the world to learn, practice and compete authentic golf in the metaverse and in a hybrid, enriched golf experience.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Worldwide

CLIENTS

Meta Quest



CONTACT

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GOLF 5 ECLUB



Golf5eClub is an authentic immersive golf experience. The first MVP is an APP on Metaquest. Learn and improve your real golf by taking a full swing. Includes: - 2 18-hole courses (Dunes) + (Forest) to play, train and compete - Driving range to perfect your swing - Putting green, with multiple game options - Wood Iron Pitch and Putt Version - Mini-golf for the whole family Play online, compete and chat with friends around the world in multiplayer mode.

CLIENT/
Meta Quest

LOOKING FOR/
Partners for development

ESTUDIO FUTURE PRODUCCIONES DIGITALES

ABOUT

Estudio Future is a leading VR production company focused on pushing the boundaries of virtual, augmented and mixed reality for entertainment, education and training. We are an awarded immersive content studio with a passion for innovation and interactive storytelling. The company was founded in 2014 in Madrid, Spain by a team of computer graphics experts with a shared vision to apply real-time CGI and gaming technologies to new markets. With a deep technical background of more than 15 years working with 3D graphics, the quality of our work has allowed us to work with the leading companies in VR. Our dynamic in-house team walks clients through every single facet of the production pipeline. From artistic direction to scripting, to character development, sound, FX and more, we are about immersive design and full cycle development that will leave you absolutely stunned.

ACTIVITIES

Development, Design and content production, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence

MAIN MARKETS

Worldwide

CLIENTS

Repsol, Enagas, Accenture (Global), Meta (Facebook), Cepsa, Telefónica, IE University, Sony.



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SUMMER CAMP



Summer Camp is an epic VR adventure that combines seamlessly frantic gameplay with narrative. Absorbing plot, fast-paced, disturbing, in which nothing is what it seems. Summer Camp is full of unexpected twists, surprising revelations, unique characters, hilarious humor, moral dilemmas, and spectacular and visually memorable moments.

LOOKING FOR/
Funding



AWARDS/CERTIFICATES

International EMMY Nomination for Best Original interactive Content
 Take back the mic VR&Los Angeles, Unity Vision Summit (Best 12 VR companies worldwide). Los Angeles - Best VR Content in Spanish, The Giant Geode VR, Madrid - SIGGRAPH Official Selection, Summer Camp, Los Angeles - SIGGRAPH Official Selection. VIVO technology. Vancouver - Virtual Days XR Base investors nominee. Amsterdam - VR Beyond Prize winner. Burj Khalifa Contest . Dubai - VIFF selection. The truth about Alice. Vancouver

FEATLANDER

ABOUT

Featlander vr studio is a virtual reality studio with focus mainly on virtual reality video games based on Unreal Engine for players, and incidentally immersive interactive narrative experiences oriented to B2B. Currently with the support of Polo de Contenidos Digitales de Málaga, we are working on "Djinniya's Lamp": An adventure and puzzle video game in virtual reality.

ACTIVITIES

Development, Design and content production, Producer, Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality

MAIN MARKETS

United Arab Emirates, USA

CLIENTS

B2C: Virtual Reality gamers, Institutions

DJINNIYA'S LAMP



Djinniya's Lamp is a VR adventure set in an ancient magic tale: * Discover the Curse of the Night, its mysteries and puzzles with the help from a small djinn trapped with Djinniya inside the deep end of a magical-lamps-matrioska. * Meet the forgotten mad kings, the cursed servants and the treacherous djinns! Find out what they wish from you. * Escape! Use wisely all your wits, wishes and the magic of the lamps to your advantage before you become a Djinn!

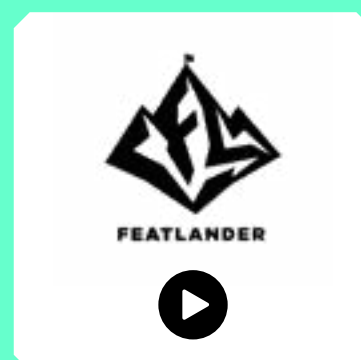
CLIENT/
Virtual Reality gamers

LOOKING FOR/
Funding



AWARDS/CERTIFICATES

Best Art Award at Learn; Dev 2° edition, Best project on G2W 7° edition



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IVANOVICH GAMES

ABOUT

We're a Barcelona-based video game developing and publishing company with more than a decade of experience, and a special focus on Virtual Reality games.

ACTIVITIES

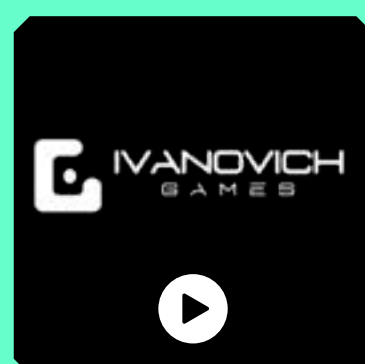
Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

USA, United Kingdom,
Germany, Canada, China,
China, Australia, Japan



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ECHO WARS - ROAD RAGE



Echo Wars is a Virtual Reality shooter that can optionally be played in cooperative multiplayer, where players take on the role of the Echo brothers and relive their adventures aboard a futuristic combat buggy.

CLIENT/
Ivanovich Games SL

LOOKING FOR/
End Client

TOURING KARTS



Touring Karts takes maximum advantage of the possibilities of VR by reinventing KART-type races in the midst of chaos full of action and surprises.

CLIENT/
Ivanovich Games SL

LOOKING FOR/
End Client

KENDRA

ABOUT

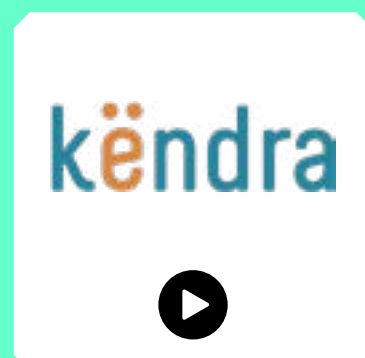
Kendra was born in 2018 with three very clear objectives, to be the transmission belt and the technological partner of the industry so that innovation reaches its productive systems, to give technological tools that improve services or processes and to serve as an excuse so that talent does not have to emigrate. As a differentiating element we chose the technologies of Augmented Reality and Virtual reality and mixed, disruptive technologies and that until that moment nobody was giving it the approach that we gave it. We developed our own solutions that adapt to the idiosyncrasy of our productive fabric and that gave concrete solutions to specific problems, that made us stand out above all others. Kendra's DNA is to do things differently, rethinking the traditional way of doing things to try to make technology contribute something and not simply use technology to use.

ACTIVITIES

Development, Software,
Education (ONLY XR study
programmes -Business
Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality



CONTACT

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FOLD THE FLOCK



It offers an experience in which the player will feel like a shepherd leading the flock to his sheep. The mechanics are very simple: in front of you appears floating an island with a meadow where some sheep graze. In addition there is also a fold with open doors. Your goal is clear, to bring the sheep into the fold. To do this you must move around the meadow and shout at them to direct them to their home. There are 15 levels available, each with greater difficulty than the last. Along the way you will find bushes with berries will make the sheep stop to eat and bridges through which only one sheep will pass. In the last levels you must find the key that opens the fold since it will be closed. All this you will have to do before time runs out.

CLIENT/
Apple Store

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

In October 2018, Apple mentions us as the best Augmented Reality company in Spain and the best developers in Galicia. In the year in 2019, through the Association of Young Entrepreneurs we were recognized with the Award of the Runner-up for Innovation. At the beginning of 2021 we received the award for Best Entrepreneurial Initiative in Galicia.

MIRU STUDIO VR

ABOUT

Founded in 2020 with the explicit purpose of exploring the possibilities offered by virtual reality, Miru Studio seeks to revolutionize the way people interact with technology and enjoy video games. Our team is excited to develop experimental features with a passion that is unwavering in the face of unsolved problems. Our mission is to create unique experiences accompanied by innovative interactions that will delight and awe VR veterans and newcomers alike.

ACTIVITIES

Development, Design
and content production,
Producer, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
AI – Artificial Intelligence

MAIN MARKETS

USA, China



CONTACT

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FINGER GUN



Finger Gun: It's exactly what it sounds like. Use your hands in the shape of guns (no touch controllers required!) and immerse yourself in childhood fantasy as you shoot, grapple, and survive an onslaught of dangerous robots on your quest to capture Doc Holliday and claim his epic bounty. Use powerful morph modules to unlock your full potential, plus an upgrade system ensures you have a unique journey every time you play. Purpose-built from the ground up, Finger Gun provides a streamlined hand-tracking showcase experience by putting players hands-first into the action from the very start.

LOOKING FOR/

Funding

ODDERS LABS

ABOUT

Odders Lab is an innovative development team passionate about XR and new technologies. Our team started working together in 2014 with IoT technology for e-health projects. In 2019 we jumped into the VR world and now we have 3 successful games in a competitive and technologically advanced sector. We keep growing and learning every day to make the best VR / XR experiences of the market.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

USA.



CONTACT

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OHSHAPE

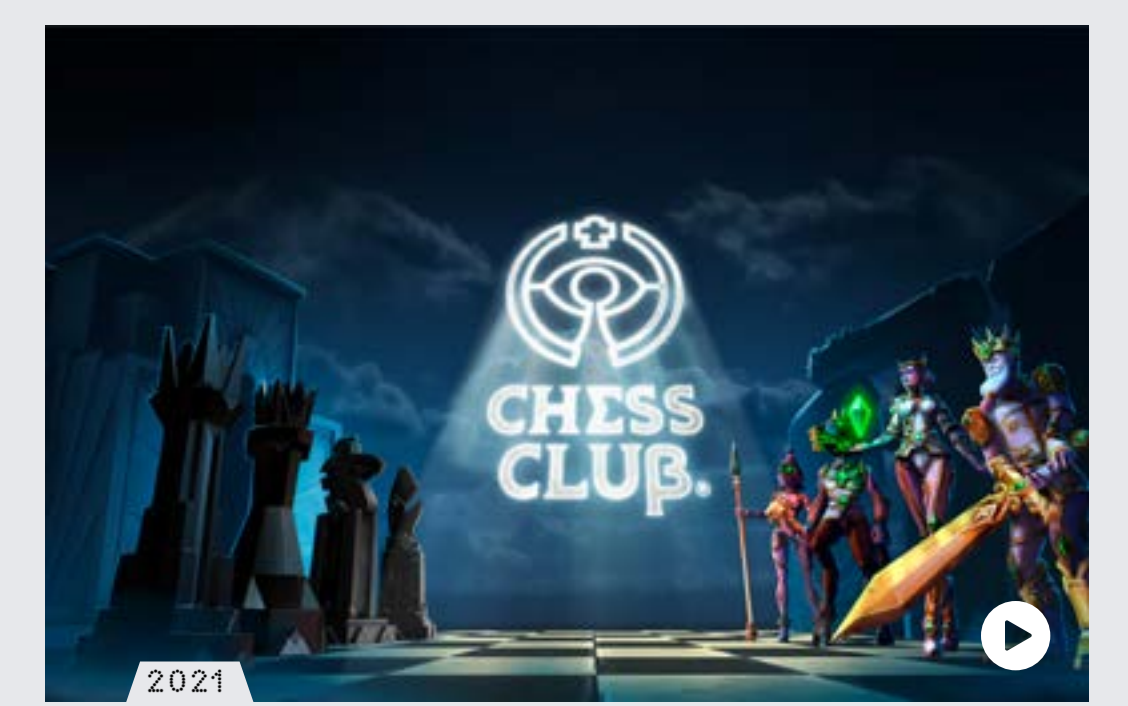


OhShape is a VR rhythm game offering a unique way of moving your whole body. Dodge obstacles, punch walls and make fun poses to get through each map. Play with the coins and be the star of your own show!

CLIENT/
Meta Quest, PICO, Steam, Playstation, Viveport

LOOKING FOR/
Visibility in the global XR industry

CHESS CLUB



The greatest strategy game of all times! Select a stunning environment and challenge your friends, our AI, or one of the millions of Chess fans around the world.

CLIENT/
Meta Quest

LOOKING FOR/
Visibility in the global XR industry.

OUT OF THE BLUE

ABOUT

Out of the Blue is an independent game development studio based in Madrid, Spain. Composed of a group of veterans, the studio's purpose is to develop puzzle and narrative adventures with quality and attention to detail and lively stories and worlds that resonate with the players. After releasing their debut title - the BAFTA-nominated Call of the Sea - Out of the Blue is now working on its next game: American Arcadia and the VR version of Call of the Sea.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

USA, Europe.



CONTACT

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CALL OF THE SEA VR



Call of the Sea VR is the virtual reality version of the BAFTA nominated debut from Out of the Blue Games. A narrative puzzle adventure where you play as Norah, a woman on the trail of her missing husband's expedition, in the 1930s. The search takes place on a strange but beautiful island in the South Pacific, filled with secrets waiting to be unearthed. It is an otherworldly tale of mystery and love. Call of the Sea VR will be released for the Meta Quest 2 next year, featuring full voice-over in English, French, and Spanish.

CLIENT/
RAW FURY

LOOKING FOR/
End client

ARSOFT

ABOUT

ARSOFT makes it easy for industrial and health sector companies to deploy XR technologies in a sustainable and industrialized way. With NEXTMED, ARSOFT enables medical professionals to work with Augmented, Virtual and Mixed Reality technologies in their day to day. We have developed a complete platform that includes artificial vision and artificial intelligence algorithms to automatically segment anatomical regions and allow their study with immersive technologies to facilitate surgical planning. This technology is already successfully implemented in hospitals and has the support of the medical community.

ACTIVITIES

Development, Design and content production, Software, Consultancy

TECHNOLOGIES

Computer Vision
Artificial Intelligence

MAIN MARKETS

USA, European Union

CLIENTS

Hospitals



CONTACT

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NEXTMED



NEXTMED is the first industrialized platform to allow medical professionals to study medical images with Virtual and Mixed Reality thanks to a fully automated process that includes automatic segmentation. Our platform includes:

(1) Automatic Segmentation with our own Computer Vision and AI algorithms for
(2) Fully automatic system to visualize 3D anatomical reconstructions automatically created using Virtual Reality and Mixed Reality. This platform has already being validated with more than 1000 patients and is already being used by different hospitals. We are looking for investment to start commercialization of the platform worldwide.

CLIENT/
Hospitals

LOOKING FOR/
Funding



AWARDS/CERTIFICATES

DiarioMedio, 2022: Award to Digital Transformation in the medical sector. La Razón, 2022: Award "A tu salud", Healthcare digitization

AUMENTA SOLUTIONS

ABOUT

Aumenta Solutions provides Augmented and Virtual Reality applications to industry,, e-health engineering and architecture professionals increasing productivity and efficiency in key business processes. Aumenta Solutions has a team of professional and highly qualified technology partners who offer the best Augmented or Virtual Reality solution for your business.

ACTIVITIES

Development, Design and content production, Software, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA, Germany, Ecuador

CLIENTS

SpaceX, Seat, Nissan, Iveco, Alstom, J&J, GSK, Epson, Vodafone, Telefónica, Verizon,Nokia Pfizer, Medtronic Mobile World Capital, Cellnex.



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BRAIN'S METaverse



Development of a VR immersive experience for claustrophobia getting data of the patient's interaction with a virtual elevator and sincronized with their body biometric signals (SO2, hearth rate frequency, breathing). All of this data is sent to an AI to create new ways to study further treatment forn anxiety.

CLIENT/

Cluster de Salut Mental de Catalunya/Smartechh

LOOKING FOR/

Funding



AWARDS/CERTIFICATES

American Advertising Awards

LA FRONTERA CREATIVE DESIGN

ABOUT

We are dedicated to providing technological solutions to our clients, through our own technology in the field of virtual reality and augmented reality. We have a multidisciplinary team in these fields to offer an unbeatable service and carry out the accompaniment of companies on their way to the metaverse in the desired way.

ACTIVITIES

Development, Design and content production, Industrial Design, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Blockchain, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA, Portugal

CLIENTS

Inditex, Netjets, Insparya



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PRACTICAL MEDICAL TRAINING WITH HYPER-REALISTIC SIMULATORS IN VR



Custom development of medical training and simulation applications in virtual reality (VR) with haptic (touch) devices. In this app we have created hyper-realistic simulation: environments, patient, operating room, tools, etc. Haptic devices allow the user to perform all kinds of exercises with their hands and, while manipulating objects, perceive tactical sensations identical to the real ones: hardness, softness, elasticity, roughness, etc. Haptic arms ensure sub-millimeter accuracy (0.4mm) and images are photographic resolution.

CLIENT/
Insparya

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Hello Metaverse Summit

V-VISION

ABOUT

"INNOTECH VISION AVANZADA XR (V-Vision), is a Spanish startup founded by Rafael Izquierdo and Fernando Rubio, along with the VR-specialized venture builder EYWA Space. V-Vision was born to develop VR apps as sanitary products for ophthalmology patients. The first product (Dicopt) was launched in late 2020. It is a visual therapy for lazy eye patients that helps them to recover visual acuity using smartphone-based VR video games. As V-Vision maintains close contact with the scientific advisors, new use cases of VR apps for patients are being developed currently. V-Vision is developing and testing VR solutions for AMD and Glaucoma patients."

ACTIVITIES

Development, Software

TECHNOLOGIES

VR – Virtual Reality

MAIN MARKETS

Europe, Panama, Argentina

CLIENTS

Hospitals specializing in ophthalmology, opticians, Ophthalmology clinics.



CONTACT

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V-VISION



"V-Vision develops virtual reality apps for commercial devices in order to digitalize the visual health. Our VR software can be used by patients and specialists to treat and follow-up certain visual conditions such as lazy eye, age-related macular degeneration (AMD) and glaucoma. We have already proven that VR technology has a huge impact on helping lazy eye patients to recover the vision of the affected eye. V-Vision is testing with ophthalmologists how VR can also help AMD and glaucoma patients following-up their visual condition progression."

CLIENT/

Ophthalmologists, optometrists, clinics and hospitals

LOOKING FOR/

Distributor



AWARDS/CERTIFICATES

2022: NeoTec grant 2018: Winner project of 1st edition of Duesto Citizen Bootcamp program. 2016: Winner project of "Premio Proyecto Emprendedor" (Universidad de Castilla La Mancha). 2016: Winner project of V Foro Emprendedores de Albacete.

KABEL

ABOUT

Driving business transformation through technology. Kabel we help to: - Enable decision making at all levels of the organization. - Democratizing access to technology and information - Generate maximum value at the lowest cost - Accelerating the pace of the necessary transformation.

ACTIVITIES

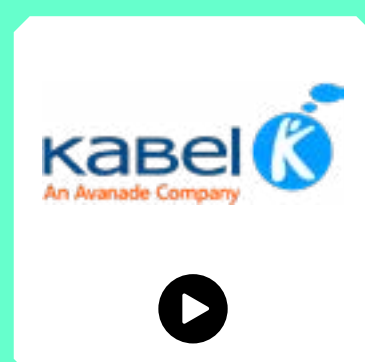
Development, Design and content production, Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Others (Videomapping, Holograms, Photogrammetry, IoT...)

CLIENTS

Repsol, Ferrovial, Quirón, Qualicaps, GSK



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DICOM2HOLOLIVE

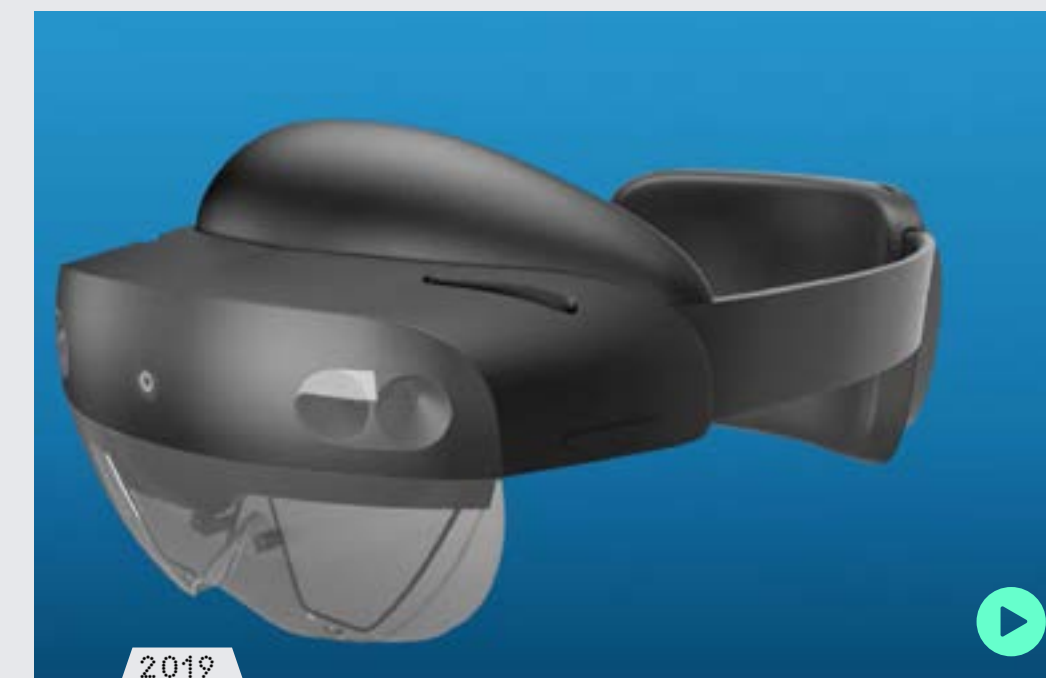


Dicom2HoloLive is a Mixed Reality solution for healthcare professionals to assist them in the planning of medical procedures, in particular, in the planning of surgical interventions or during medical interventions.

CLIENT/
Healthcare

LOOKING FOR/
End Client

3D MOMENTS



Enhance communications and make information about fertility treatments more accessible to non-medical people.

CLIENT/
IVI RMA

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

IA Microsoft Partner of the Year, Databricks certified partner, 14 gold Microsoft competencies and 7 advanced specializations, Mixed Reality Microsoft Partner, IA y Github Microsoft's Inner Circle Partner, Leet Security certified.

ODDERS LABS

ABOUT

Odders Lab is an innovative development team passionate about XR and new technologies. Our team started working together in 2014 with IoT technology for e-health projects. In 2019 we jumped into the VR world and now we have 3 successful games in a competitive and technologically advanced sector. We keep growing and learning every day to make the best VR / XR experiences of the market.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

USA.



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LES MILLS BODYCOMBAT



We're on a mission to create a fitter planet. Join us. Work out at home with a premium fitness app. LES MILLS, the world's leading fitness company, brings the BODYCOMBAT experience to your VR headset with an extensive workout portfolio, top-quality coaching, innovative mechanics, and different intensities.

CLIENT/

Meta Quest, PICO

LOOKING FOR/

Visibility in the global XR industry

OROI WELLBEING

ABOUT

OROI is a VR based therapeutic content platform for the wellbeing and cognitive stimulation of the elderly people.

ACTIVITIES

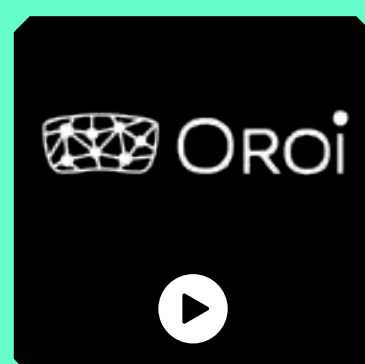
Development, Design and content production, Software

TECHNOLOGIES

VR – Virtual Reality, AI – Artificial Intelligence

MAIN MARKETS

Germany, France, United Kingdom



CONTACT

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OROI



Oroi is a therapeutic content virtual reality platform for the wellbeing and cognitive stimulation of the elderly people.

CLIENT/

Nursing homes, assisted care facilities, telecare, homecare.

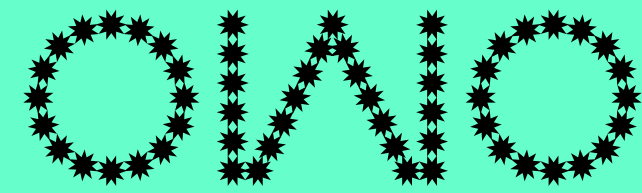
LOOKING FOR/

End client



AWARDS/CERTIFICATES

Nursing homes, telecare and home care companies, assisted care facilities.



ABOUT

OWO has developed and patented a haptic system for you to feel video games, watch movies or interact in the metaverse. It is unique because we can create infinite different sensations thanks to our Sensations Technology. Feel everything that happens to your avatar in the virtual world: impacts, interactions with the environment, experiences and alerts. Physically feel the wind, a ball, a gunshot, the sensation of fast driving or the clash of a dagger wound. The system is compatible with all platforms: PC, mobile, tablet, console and VR and it can be used in single and multiplayer. OWO has created an algorithm of sensations that can modify nine different parameters of the pulse train, allowing us to create multiple sensations. OWO's mission is to turn the virtual world into reality.

ACTIVITIES

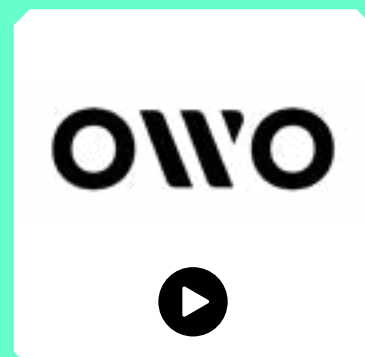
Hardware, Software

TECHNOLOGIES

MR – Mixed Reality

MAIN MARKETS

USA, Canada, Europe, Asia in 2023.



CONTACT

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info@owogame.com / T_+34 661 585 590



OWO



OWO has developed and patented a haptic system for you to feel video games, watch movies or interact in the metaverse. It is unique because we can create infinite different sensations thanks to our Sensations Technology. Feel in the virtual world: impacts, interactions with the environment, experiences and alerts. Physically feel the wind, a ball, a gunshot or a dagger wound. The system is compatible with all platforms. OWO's mission is to turn the virtual world into reality.

CLIENT/
Gamers

LOOKING FOR/
Funding

AWARDS/CERTIFICATES

April 2021: Winners of Startup Andalucía Roadshow. July 2021: Winners of the "Evolución Sur.es-BBVA" awards. November 2021: Innovation Awards Honoree CES 2022. March 2022: Winners of the Caixabank. EmpreneXXI award. May 2022: Winners of the Meta Entertainment World (MEWS) awards.

PRODUKTIA

ABOUT

We are a study of audiovisual creations that base our differential value on technological innovation. Starting in 2006 with the 3D/CGI, we have made it evolve from the screen with the stereoscope, putting it afterwards on the table with AR and finally entering the VR, where the programming has allowed us to interact and achieve more efficient communicative tools. For us, it has been a natural evolution in which every step has given us enough knowledge to reach the next one.

ACTIVITIES

Development, Producer

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR,
Others (Videomapping,
Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA



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T_ +34 932 007 876



CYSTIPLUS



Project for medical laboratory in the medical visit.

CLIENT/
Punta Alta

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Premio ASPID

SINGULAR PEOPLE EUROPE

ABOUT

Sngular Studios emerges from the technical and creative diversity of Sngular's innovative ecosystem, as a consequence to the market challenges in specific areas such as gamification, visual design, mixed realities or experiential marketing. We are leaders and visionaries in the creation of multimedia and interactive visual experiences, and we always do it by enjoying the journey. A perfect balance between artistic quality and technological capabilities. We work in four different business sectors: VR/MR/AR in the industry, Museums, Video Games and Experiential Marketing.

ACTIVITIES

Development, Design and content production, Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Blockchain, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Saudi Arabia, United Arab Emirates, USA

CLIENTS

Acciona Cultural Engineering, KSA Ministry of Culture , Boris Micka Associates, Zepto Lab, Inditex, Ferrovial Services, Schneider Electric, Singapore Airlines, Sony Play Station.

SINGULAR



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PEDIATRIC CARDIOLOGY USING HOLOLENS2



Development of an application for Hololens 2 that serves as an interactive virtual holographic reference of the full-scale heart for preoperative procedures. The solution allows the surgeon to observe, move, adjust and interact in real time with the 3d model using Hololens2, which will serve as an orientation guide before and during the operation.

CLIENT/

IBIS, Institute of Biomedicine and University of Seville

LOOKING FOR/

End client



AWARDS/CERTIFICATES

Best XL Pavillion at the Dubai Expo 2020 (working for Boris Micka Associates). Two BIE (Bureau International des Expositions) awards: "Architecture and Landscape" and "Best Innovation that Drives Mobility award", given by "The UAE Innovates Awards". More awards received by the different members of the Team currently in Sngular Studios: Unity Awards for the game "Skull Legends" (2013), "World Rally Championship", Best video game coin-op in Europe (coin-op fair of Frankfurt) (1994), "DrawPets", Best Android video game "AppDate Awards 2012", given by Samsung, "DrawPets", Dr. Blue Laboratory", best innovative video game, given by Microsoft AppCampus Funding Project (2014). Prize for a Professional Career, Retro-Madrid y AUIC (Fernando Rada, 2014).

TECHER TEAM

ABOUT

Techer Team is a consulting and developer company of Extended Realities (XR) and ... metaverse. We are based in Valencia (Spain); we have been developing XR solutions for companies for the past 5 years. Our team has been in disruptive technologies for over 25 years and has a wide specialisation in Virtual Reality projects with high graphic resolution. We have international experience in sectors as diverse as: health, architecture, shipyards, retail, packaging or franchises...

We are ready to take your projects to new realities, ARE YOU?
#VirtualisReal #FutureisNow

ACTIVITIES

Development, Design and content production, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Germany

CLIENTS

Hospital Groups (Spain and Germany), Pharmaceutical companies, Architecture studios, Shipyards.



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VISUAMED: VR PLATFORM/ SURGERY PLANIFICATION



VISUAMED is an immersive multiuser VR experience to improve and make more efficient the complex surgery planning process. VISUAMED can simplify complex planning process to make medical interventions safer and provide health professionals, with that extra confidence. VISUAMED can significantly improve the surgical and interventional planning process for the well-being of the patients, improving a better understanding of the intervention.

CLIENT/
Visuamed platform

LOOKING FOR/
Distributor

ARSOFT

ABOUT

With EYEFLOW, ARSOFT is making XR technologies easy for industrial companies. Large public and private companies have selected EyeFlow as their platform to deploy Augmented, Virtual and Mixed Reality technologies in a sustainable way. ARSOFT has signed contracts with top Engineering companies and is growing fast. ARSOFT is ready to go to the next level, after successful EyeFlow's commercial launch and the closing of its first funding round. ARSOFT is also democratizing XR technologies for the Health sector (see NEXTMED section).

ACTIVITIES

Development, Design and content production, Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

USA, Mexico, France,
United Kingdom, Germany

CLIENTS

Companies in the naval, aerospace, automotive, machinery manufacturers and defense.

EYEFLOW



Our clients can invest sustainably in XR technologies, using an Authoring Platform designed for Industry that can save up to 90% of cost and time dedicated to Virtual, Augmented and Mixed Reality content creation. They take the control of their contents, avoiding depending on third parties and reducing the investment in XR technologies. EYEFLOW is being used by large and medium companies, not to have some VR simulators, but to have thousands of XR contents for different purposes. Our clients are companies that want to deploy XR technologies in their companies in a sustainable way.

CLIENT/

Spanish Army, Shipyards, Automotive sector, Manufacturing companies...

LOOKING FOR/

Distributor



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AUMENTA SOLUTIONS

ABOUT

Aumenta Solutions provides Augmented and Virtual Reality applications to industry,, e-health engineering and architecture professionals increasing productivity and efficiency in key business processes. Aumenta Solutions has a team of professional and highly qualified technology partners who offer the best Augmented or Virtual Reality solution for your business.

ACTIVITIES

Development, Design and content production, Software, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA, Germany, Ecuador

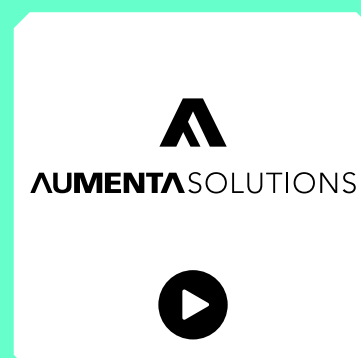
CLIENTS

SpaceX, Seat, Nissan, Iveco, Alstom, J&J, GSK, Epson, Vodafone, Telefónica, Verizon, Nokia Pfizer, Medtronic Mobile World Capital, Cellnex.

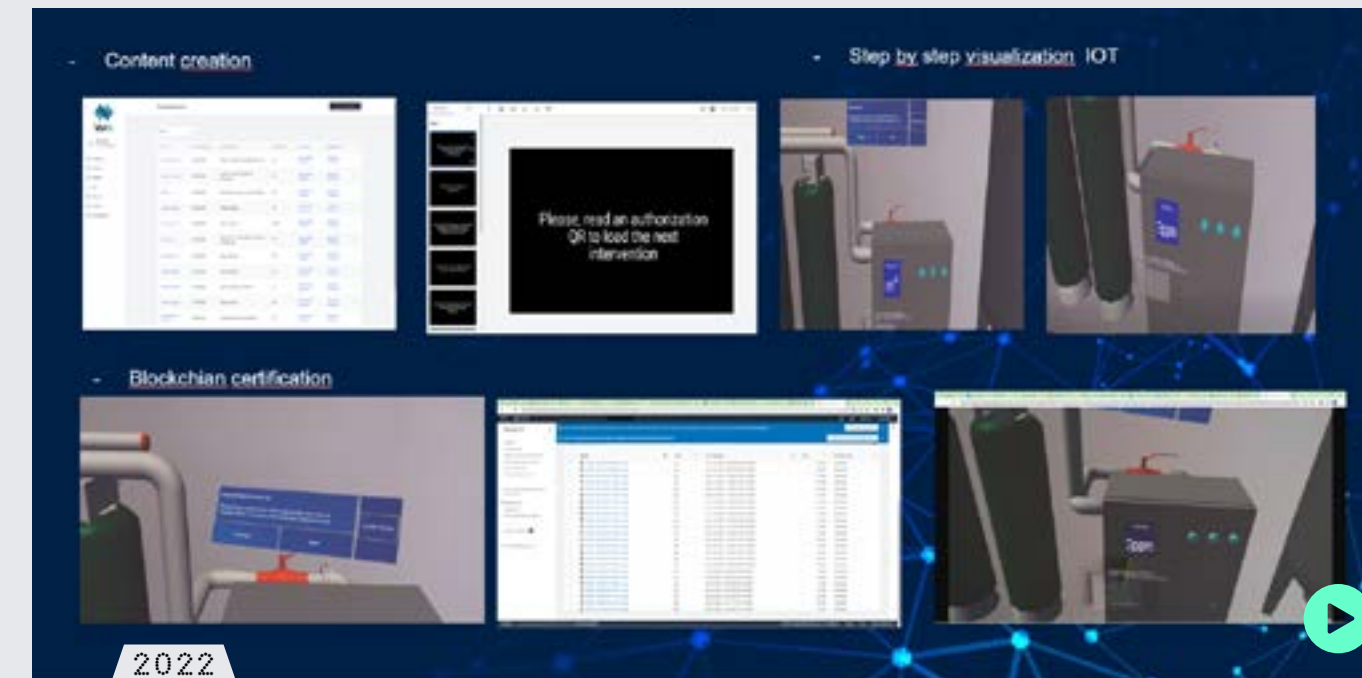


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SDMAI



Augmented Reality step by step procedure with IoT data visualization and Block Chain smart contract certification. Using the best of this three technologies, companies can create their own AR procedures w/o code using our cloud editor and add IoT data to be visualized on Hololens. Photos of the process can be uploaded using BC for further analysis and revision.

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

American Advertising Awards

DEUSSENS HYPEREXPERIENCE S.L.

ABOUT

DeuSens was one of the first 5 spanish startups born to create Virtual Reality experiences for companys. Today, we are highly specialized in the creation of Immersive Custom B2B technological solutions. Hyper-xperience is the concept we create to define the sum of what makes us different from our competitors and the value we provide to our clients. We introduce the latest technologies in the sales process of the companies, making them pioneers. We create experiences to optimize sales, facilitate purchase and boost brand value. We are specialized in high value experiential solutions created with interactive tech. Our solutions are always custom made and highly adapted to our client's goals. We thoroughly analyze the where and the when to offer the most logic and effective approach.

ACTIVITIES

Development, Design and content production, Software, Consultancy, Events

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR

MAIN MARKETS

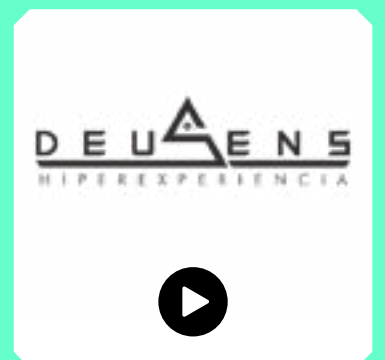
Argentina, Mexico, USA

CLIENTS

Telefónica, HMY, Atlas Copco, Campofrío, Costa Food Group...

CONTACT

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VIRTUAL REALITY TO SHOW RAILWAY SOLUTIONS AT INNOTRANS TRADE SHOW | HYPERXPERIENCE FOR TELTRONIC



Through this Virtual Reality Hyperexperience, visitors to the Teltronic stand were able to discover, in a gamified way, the operation and innovation of its communication solutions, "teleporting" to different scenarios of a virtual train and a communication control center, all of them completely modeled in 3D by the DeuSens team. One of the factors that most surprised users was the number of possibilities for interaction with the environment that Virtual Reality gave them in this Hyperexperience.

CLIENT/
Teltronic

LOOKING FOR/
End Client

AWARDS/CERTIFICATES

I Ed. Aragón Open Future promoted by Telefónica - 2017, Aragón, ecosistema de empresas y futuro Awards - 2019, Innovation in Company Awards by CEOE - 2020, Enterprise Covid-19 Awards by Heraldo de Aragón 2020

ESTUDIO FUTURE PRODUCCIONES DIGITALES

ABOUT

Estudio Future is a leading VR production company focused on pushing the boundaries of virtual, augmented and mixed reality for entertainment, education and training. We are an awarded immersive content studio with a passion for innovation and interactive storytelling. The company was founded in 2014 in Madrid, Spain by a team of computer graphics experts with a shared vision to apply real-time CGI and gaming technologies to new markets. With a deep technical background of more than 15 years working with 3D graphics, the quality of our work has allowed us to work with the leading companies in VR. Our dynamic in-house team walks clients through every single facet of the production pipeline. From artistic direction to scripting, to character development, sound, FX and more, we are about immersive design and full cycle development that will leave you absolutely stunned.

ACTIVITIES

Development, Design and content production, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence

MAIN MARKETS

Worldwide

CLIENTS

Repsol, Enagas, Accenture (Global), Meta (Facebook), Cepsa, Telefónica, IE University, Sony.



CONTACT

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VIRTUAL TRAINING SPECIALISTS



The Virtual Training branch of our company specializes in developing educational and industrial training solutions based on Immersive and Interactive technologies. We create the most innovative and effective tailor-made VR training simulations for a wide variety of industries like oil&gas, energy, telecom, and many more. We create unique solutions that allow any maneuver or production process to be simulated to safely train personnel and improve employee training effectively and realistically, increasing productivity and drastically reducing accidents. Every day, our worldwide clients train their employees and workers with our proven solutions, saving time and money while boosting safety in the workplace.

LOOKING FOR/

Funding



AWARDS/CERTIFICATES

International EMMY Nomination for Best Original interactive Content
 Take back the mic VR&Los Angeles, Unity Vision Summit (Best 12 VR companies worldwide). Los Angeles - Best VR Content in Spanish, The Giant Geode VR, Madrid - SIGGRAPH Official Selection, Summer Camp, Los Angeles - SIGGRAPH Official Selection. VIVO technology. Vancouver - Virtual Days XR Base investors nominee. Amsterdam - VR Beyond Prize winner. Burj Khalifa Contest . Dubai - VIFF selection. The truth about Alice. Vancouver

IMMERSIA DATA VISUALIZATION

ABOUT

At Immersia we apply advanced data visualization and analytics solutions based on the digital twin concept through our Tokii platform that uses the most advanced technologies such as big data, Artificial Intelligence, AR/VR, geopositioning and interactive 3D environments with BIM models.

ACTIVITIES

Development, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
AI – Artificial Intelligence

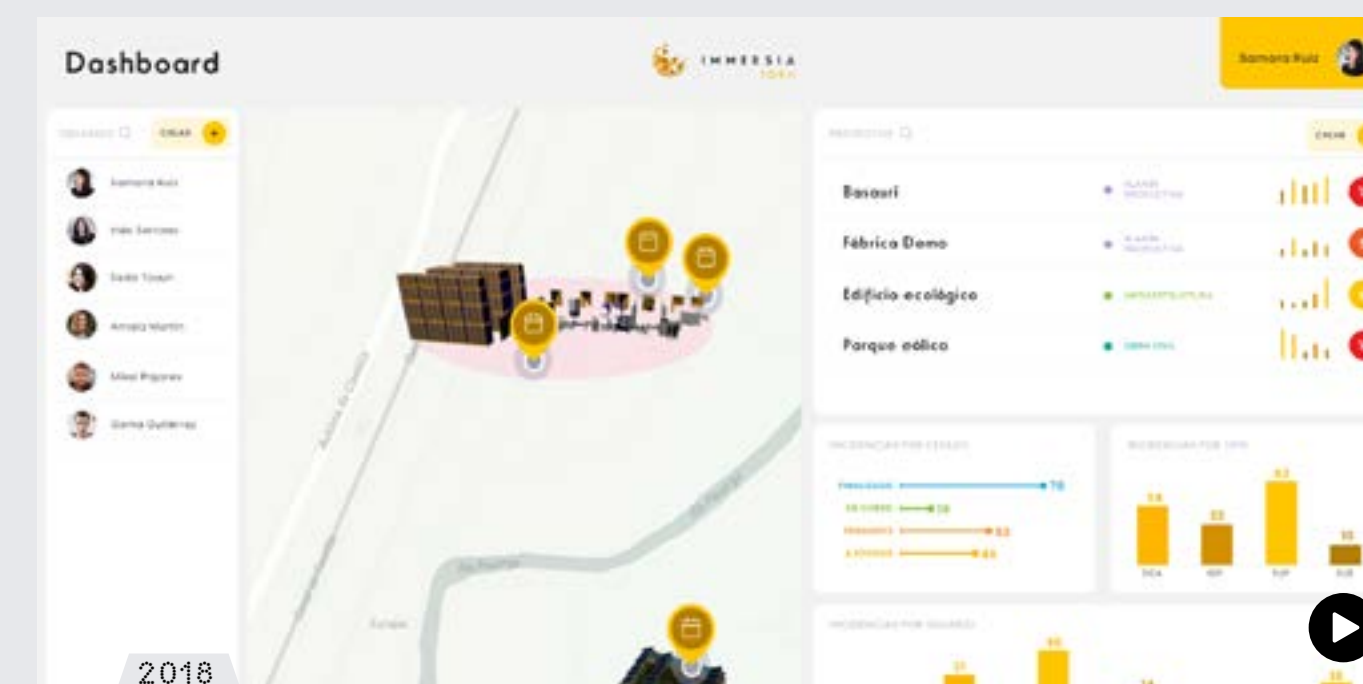
MAIN MARKETS

Germany

CLIENTS

Acciona, RTVE Truck
and Wheel

TOKII



At IMMERSIA we apply advanced data visualization and analytics solutions based on the digital twin concept through our Tokii platform that uses the most advanced technologies such as big data, Artificial Intelligence, AR/VR, geopositioning and interactive 3D environments with BIM models.

CLIENT/

RTVE, Sidenor, Siemens Gamesa, Truck and Wheel

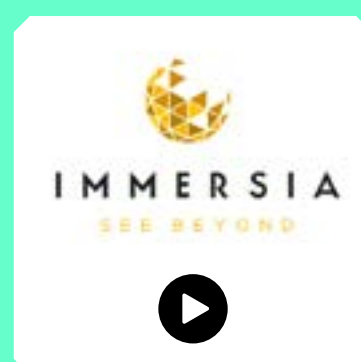
LOOKING FOR/

End Client



AWARDS/CERTIFICATES

EOE Most Innovative Startup of the Year



CONTACT

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INNOAREA PROJECTS

ABOUT

Innoarea Projects was created with the aim of bringing innovation to companies in the industrial sector through the development of Virtual and Augmented Reality experiences that improve their processes. The company designs and develops products and services in which technology is put at the service of companies to improve their sales tools, their productivity, the training of their workers and the resolution of incidents.

Innoarea has had the opportunity to work with many customers solving countless problems that have arisen. All this experience has allowed them to know the needs of the market and to design a standard product, capable of providing solutions to most of the cases that arise.

ACTIVITIES

Development, Design and content production, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

United Kingdom, France, Singapore, Mexico

CLIENTS

Porcelanosa, F. Segura Hungária Kft., Continental Automotive Guadalajara Mexico S.A. de C.V., TRUMPF Pte Ltd, BMB Smart SAL, V360 Training Limited.



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PORCELANOSA VIRTUAL SHOWROOM



MSC wanted to make use of our virtual reality Training solution to be able to train a larger number of new crew members at the same time. Through our software, each new crew member has the possibility to test their skills through an immersive 360° itinerary. The user can move and interact with different parts of the ship in a realistic way and perform tests related to the operational procedures of the cruise ship to learn how to operate it.

CLIENT/
MSC cruises

LOOKING FOR/
End Client

TRUMPF SHOWROOM VIRTUAL



Trumpf through the Virtual Showroom and VR Training has been able to present itself as an innovative company at trade fairs. Trumpf Machinery is one of the world's leading manufacturers of machine tools. They are considered the global technology and market leader in machine tools and lasers for industrial production. They provide software solutions that pave the way to the Smart Factory concept and in industrial electronics make high-tech processes possible.

CLIENT/
Trumpf

LOOKING FOR/
End Client

INNOVAE GROUP

ABOUT

Innovae is a technology company dedicated to the development of software based on augmented reality and virtual reality for industrial environments. Innovae solutions contribute to the digitization of knowledge and improve efficiency in critical areas of organizations in the context of Industry 4.0. such as training, maintenance, technical support or quality control. Innovae has 18 years of experience and more than 400 projects carried out. Innovae's clients are companies from various sectors such as machine tools, energy, food, the automotive industry or the manufacture of capital goods.

ACTIVITIES

Development, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Germany, France,
Italy, Portugal

CLIENTS

Iberdrola, Continental,
Volkswagen, Seat, Mercedes-Benz,
Acciona, Campofrío, Nordex, Red
Eléctrica, CAF, Vodafone, Damm,
Arcelor Mittal.



CONTACT

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VIRTUAL TRAINING CAPSULES FOR PRODUCTION LINE OPERATORS



Continental has implemented a Virtual Reality platform on an international level in its plants located in different countries for centralised management of employee training based on Virtual Reality. Thanks to this platform of Innovae called SAVI, the company is able to distribute and manage their own virtual training capsules. Besides, the data generated by the section of statistics of the platform, is connected to their internal LMS, so that they can leverage evaluative data in a cross-cutting manner. After the implementation of the project, the company has improved the efficiency of the learning processes by minimizing the learning curve, improving the monitoring of each learner and increasing the motivation of the employees.

CLIENT/
Continental

LOOKING FOR/
End Client

CELL OPERATION IN A WIND TURBINE WITH MIXED REALITY



Implementation of the Advanced Maintenance Assistance System of Innovae with the Microsoft HoloLens 2 smart-glasses to perform preventive and corrective maintenance tasks on wind turbines in wind farms. The objective of the project was to improve the efficiency of the maintenance tasks but also to ensure the security of the field technicians by overlaying step by step instructions on the real environment with Mixed Reality.

CLIENT/
Acciona

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

Award for the Best Innovation Strategy 2021 by the CIAC (Clúster de Automoci3n de Catalunya), Certificado de Partner Oficial de Microsoft en Realidad Mixta

INVELON TECHNOLOGIES

ABOUT

Invelon is a technology company focused on the development of virtual, augmented and mixed reality solutions. Our solutions start with a consultancy where we analyze the needs of both software and hardware. At INVELON we already have packaged solutions such as AURORA, AURORA is an inspection tool developed for Virtual Reality that allows to manipulate and analyze 3D models in an immersive way. It facilitates the interpretation of the volume of 3D models, with a wide range of functionalities and tools to be applied to accelerate product validation.

ACTIVITIES

Development, Design and content production, Industrial Design, Producer, Hardware, Software, Consultancy, Education (ONLY XR study programmes - Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Robotics, Others (Videomapping, Holograms, Photogrammetry, IoT...)

CLIENTS

Repsol, Ferrovial, Quirón, Qualicaps, GSK



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MIXED REALITY REMOTE ASSISTANT

¿Problemática?

| | |
|--|---|
|  Ciclo de vida largo de diseño |  Proceso poco práctico de validación con los clientes |
|  Validación lenta de los diseños |  Cambios de última hora por parte del cliente |
|  Muchos prototipos desperdiciados |  Desplazamientos recurrentes para la revisión de proyectos |

2018

Enrich the ability to provide assistance during machine maintenance and gain agility in the training processes of your workforce.

CLIENT/
MAXAM

LOOKING FOR/
End Client

AWARDS/CERTIFICATES

IA Microsoft Partner of the Year, Databricks certified partner, 14 gold Microsoft competencies and 7 advanced specializations, Mixed Reality Microsoft Partner, IA y Github Microsoft's Inner Circle Partner, Leet Security certified.

KENDRA

ABOUT

Kendra was born in 2018 with three very clear objectives, to be the transmission belt and the technological partner of the industry so that innovation reaches its productive systems, to give technological tools that improve services or processes and to serve as an excuse so that talent does not have to emigrate. As a differentiating element we chose the technologies of Augmented Reality and Virtual reality and mixed, disruptive technologies and that until that moment nobody was giving it the approach that we gave it. We developed our own solutions that adapt to the idiosyncrasy of our productive fabric and that gave concrete solutions to specific problems, that made us stand out above all others. Kendra's DNA is to do things differently, rethinking the traditional way of doing things to try to make technology contribute something and not simply use technology to use.

ACTIVITIES

Development, Software,
Education (ONLY XR study
programmes -Business
Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality



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INDUSTRY 4.0



Demonstrator development of an augmented reality tool to spatially place any machine and thus have a digital twin on which to display information or handle the real equipment. It also shows a section of training or training that serves as an interactive manual with detailed explanations about the model itself.

CLIENT/
Own development

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

In October 2018, Apple mentions us as the best Augmented Reality company in Spain and the best developers in Galicia. In the year in 2019, through the Association of Young Entrepreneurs we were recognized with the Award of the Runner-up for Innovation. At the beginning of 2021 we received the award for Best Entrepreneurial Initiative in Galicia.

LA FRONTERA CREATIVE DESIGN

ABOUT

We are dedicated to providing technological solutions to our clients, through our own technology in the field of virtual reality and augmented reality. We have a multidisciplinary team in these fields to offer an unbeatable service and carry out the accompaniment of companies on their way to the metaverse in the desired way.

ACTIVITIES

Development, Design and content production, Industrial Design, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Blockchain, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA, Portugal

CLIENTS

Inditex, Netjets, Insparya

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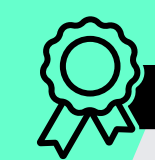


AIRPLANE



Based on photogrammetry, this solution provides a realistic digital twin on a 1:1 scale to the original aircraft. With interactive tools to facilitate the commercial process, the staff training and prevention of risks in airport environments, as well as a product exhibition for multi-user sale. From training courses for maintenance and security personnel to the cost reduction and unlimited product availability, our solution proves the advantages of VR.

LOOKING FOR/ End Client



AWARDS/CERTIFICATES

Hello Metaverse Summit

MAGIC FENNEC

ABOUT

Specialized 3D company. - Magic Fennec develops and creates immersive experiences in unlimited realities. Thanks to the creativity and real-time technology we produce globally, a new way of conceiving reality. The experts that make up the team are the creative pillar of the studio, which works integrally in the industries in which this technology specializes. Through Unreal Engine we diversify its applications in different industries, improving society through first-class technological solutions. Our values are Innovation, Social growth, and dissemination of knowledge.

ACTIVITIES

Development, Design and content production, Industrial Design, Consultancy, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
AI – Artificial Intelligence,
Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

United Kingdom, Italy, China, USA, Australia

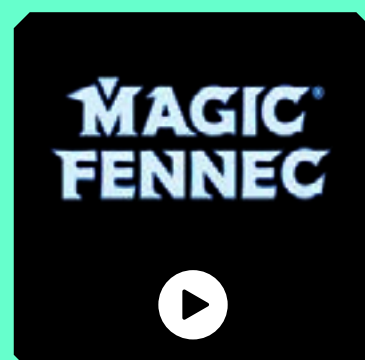
CLIENTS

Audiovisual production companies.



CONTACT

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MSC CRUCEROS COMIVAND BRIDGE



Specific training for cruise ship captains instructing on how to dock and depart a cruise ship from an average European port.

CLIENT/
MSC Cruceros

LOOKING FOR/
End Client

NOMADA OMNIMOTION

ABOUT

Nómada Omnimotion develops and markets an omnidirectional treadmill that allows you to walk naturally, in any direction and without space limits within virtual reality experiences.

ACTIVITIES

Development, Industrial Design, Hardware

TECHNOLOGIES

VR – Virtual Reality,
AI – Artificial Intelligence,
Robotics

MAIN MARKETS

Europe

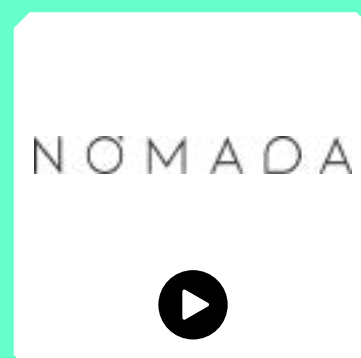
CLIENTS

Industry customers
with VR training experiences.



CONTACT

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TVRKANA



Our main product -TVRKANA- its an omnidirectional treadmill, a device that allows you to walk in a totally natural way in virtual reality experiences. Today there are many industrial companies that use virtual reality to train their operators. Our product makes this training closer to reality, being more intuitive while solving motion sickness problems.

CLIENT/
Industrial manufacturer

LOOKING FOR/
Distributor and end client



AWARDS/CERTIFICATES

VI Contest TKgune of industrial ideas.

SINGULAR PEOPLE EUROPE

ABOUT

Sngular Studios emerges from the technical and creative diversity of Sngular's innovative ecosystem, as a consequence to the market challenges in specific areas such as gamification, visual design, mixed realities or experiential marketing. We are leaders and visionaries in the creation of multimedia and interactive visual experiences, and we always do it by enjoying the journey. A perfect balance between artistic quality and technological capabilities. We work in four different business sectors: VR/MR/AR in the industry, Museums, Video Games and Experiential Marketing.

ACTIVITIES

Development, Design and content production, Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Blockchain, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Saudi Arabia, United Arab Emirates, USA

CLIENTS

Acciona Cultural Engineering, KSA Ministry of Culture , Boris Micka Associates, Zepto Lab, Inditex, Ferrovial Services, Schneider Electric, Singapore Airlines, Sony Play Station.



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SCHNEIDER ELECTRIC. DIGITAL TWIN



Digital twin. This VR application for PC and Oculus Rift S, reproduces with high fidelity the electric contactor line of devices to train the sales force of a multinational. It takes advantage of the in-house high performance VR graphic engine, that is able to get a photorealistic render of the environment and components, keeping the fps at a maximum rate, and using graphic computing to get real time electric simulation of the connected devices.

CLIENT/
Schneider Electric

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Best XL Pavillion at the Dubai Expo 2020 (working for Boris Micka Associates). **Two BIE (Bureau International des Expositions) awards: "Architecture and Landscape" and "Best Innovation that Drives Mobility award"**, given by "The UAE Innovates Awards". More awards received by the different members of the Team currently in Sngular Studios: **Unity Awards for the game "Skull Legends" (2013), "World Rally Championship", Best video game coin-op in Europe (coin-op fair of Frankfurt) (1994), "DrawPets", Best Android video game "AppDate Awards 2012", given by Samsung, "DrawPets", Dr. Blue Laboratory", best innovative video game, given by Microsoft AppCampus Funding Project (2014). Prize for a Professional Career, Retro-Madrid y AUIC (Fernando Rada, 2014)**

VIRTUALWARE

ABOUT

Virtualware is the leading European provider of Virtual Reality (VR) solutions for industrial sectors, and was recently acknowledged as the world's Innovative VR Company at the latest edition of the VR Awards. Founded in 2004 offers cutting-edge solutions to various Fortune industrial 500 companies, including GE Hitachi, Bayer, and Merck, to name a few. Virtualware is hailed as a European leader in applying immersive technologies, including virtual, mixed, and augmented reality. The company aims to create real-world solutions and has led the creation of several breakthrough applications, including one that allows workers as specialized as nuclear plants operators to train safely. Headquartered in Bilbao, Spain, a North American office in Toronto, and partner companies around the world, the firm will finish 2021 with over €5m in billings. Its team of 45 headcount includes technologists and engineers who have launched more than 500 projects in over 27 countries.

ACTIVITIES

Development, Design and content production, Producer, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
Web XR

MAIN MARKETS

USA, Canada, United Kingdom, France, Germany, South Korea, Colombia, Mexico, El Salvador

CLIENTS

GE Hitachi, Petronas, Iberdrola, Alstom, Guardian Glass, ArcelorMittal, Danone, Johnson & Johnson, Biogen, Bayer, ADIF and the Spanish Ministry of Defense.



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VIRTUAL REALITY FUEL MOVEMENT SIMULATOR



GE Hitachi Nuclear energy, a world-leading provider of advanced reactors and nuclear services, has tapped into VIROO® to create their Nuclear Virtual Reality Solution tool to go well beyond training and to strengthen design decisions and process improvements, particularly in the development and deployment of small modular reactors, which are disrupting the nuclear industry due to lower construction and operating costs.

CLIENT/
General Electric Hitachi

LOOKING FOR/
Distributor and end client



AWARDS/CERTIFICATES

Most Innovative VR Company of the year 2021, The VR Enterprise Solution of the Year 2019

VISON

ABOUT

The Creative Immersive Company Leading Spanish company in the production of immersive content through extended reality technology (Virtual Reality, Augmented Reality, and Mixed Reality) Over the last decade, VISION has been at the forefront of innovation pioneering solutions and projects that have later become industry standards. We have successfully delivered more than 400 immersive experiences for over 200 international clients across multiple industry sectors and collecting 25 awards and nominations along this amazing journey.

ACTIVITIES

Development, Design and content production, Producer, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

MAIN MARKETS

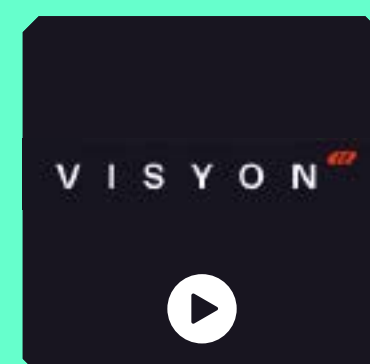
USA, Dubai, United Arab Emirates, United Kingdom, Brazil, Argentina

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
Web XR

CLIENTS

Seat, Apple, Huawei Ford, Damm, Worldbank, Orange, Telefónica, Iberdrola, Antser Group, Dhl Supply Chain, Nike, Adidas.



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CUPRA METAHYPE



Metaverse

CLIENT/
CUPRA

LOOKING FOR/
End Client

CUPRA MASTER CHALLENGE 2021



A worldwide Challenge for the CUPRA Masters.

CLIENT/
CUPRA

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

The Webby Awards, Cannes Lions, Awards The Lovie, Awards FWA, Premios nacionales de Creatividad

XOIA EXTENDING REALITY

ABOUT

XOIA Extending Reality is the reference company in the northwest of Spain in the development of Augmented, Virtual and Mixed Reality solutions, with a consolidated team of more than 15 people. We work in Industry 4.0, with experience in sectors such as Naval, Food or Automotive, carrying out projects to optimize processes, digitize knowledge or improve the training of technicians. We develop sales campaigns and tools for marketing and retail, which allow, among other things, to display products in the customer's own facilities. We create interactive, immersive and informative experiences, in archaeological sites, monumental cities, exhibitions and museums for the world of Culture, Tourism and Education, in which to see and experience what our history has been like.

ACTIVITIES

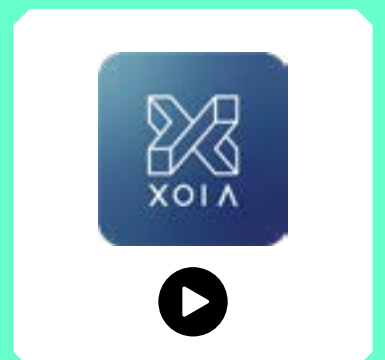
Development, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities), Others

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality

CLIENTS

Industry 4.0, Culture and heritage, marketing and retail: Hermasa, Detegasa, Congalsa, Acciona, Probotec, Anfaco, Ayuntamiento de A Coruña, Ayuntamiento de Pontevedra.



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AUGMENTED FACTORY



Augmented Factory is a SaaS platform for the creation and visualization of technical manuals in augmented reality. It allows the immediate transfer of technical knowledge regardless of user experience, anywhere in the world. With our tool, the operators see, on the machine itself, how each of the start-up, maintenance or troubleshooting operations is carried out.

CLIENT/
DETEGASA

LOOKING FOR/
End Client

AWARDS/CERTIFICATES

Young Entrepreneur Award 2018 (Premio Emprende AJE 2018)

XPERIENCIA VIRTUAL

ABOUT

Xperiencia Virtual is a company specialized in the Metaverse and the immersive technologies of Virtual and Augmented Reality. They were born in 2014 and since then they have created a unique expertise, bringing virtual reality closer to more than 200,000 people with the best possible user experience and are capable of building any digital content, whether 3d or real video, from its concept and script to software development at the highest level, modeling, 3D animation.

ACTIVITIES

Development, Design and content production, Hardware, Software, Consultancy, Events

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR

CLIENTS

Iveco, Puig, Caixa, Banco Santander, Real Madrid, Fraternidad, PWC, KPMG, Vodafone.



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XV INDUSTRY



This application has been specially developed to optimize processes in assembly lines. allows simulation of prototypes to introduce new parts in the system before its manufacture.

CLIENT/
IVECO

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

Award "CEGOS 2017" best practice in RRHH

ZERINTIA'S TECHNOLOGIES

ABOUT

Zerintia is your technological partner, working with you to design and implement your digital roadmap. We make possible the integrated connection of all of an organization physical elements and logical systems with its employees from a single technological platform.

ACTIVITIES

Development, Consultancy, Events

TECHNOLOGIES

AR – Augmented Reality

MAIN MARKETS

Germany, Italy, Argentina, Chile, Peru

CLIENTS

Continental Automotive, Kautex, Viscofan, Sacyr, Ampuero, TMC Cancela, Vitesco, Mahou - San Miguel, Acciona.



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REAL TIME SUPPORT TO THE CONNECTED EMPLOYEE AT CONTINENTAL AUTOMOTIVE



With more than 500 users in all their factories around the world, the experts of Continental Automotive connect with the technicians of the production lines in remote, to advice and give the support in any incidence. When a call starts, the expert can watch what the technician sees and can give indications in real time through notes and draws on the technician's video, who receive them in a very accurate way in its device. 4REMOTE allow the connection with different devices (Smartphone, Tablet, Smartglasses y PC) adding flexibility for the connection of technical team. However, a 90% of the connections are realized through Smartglasses, what allow that the technician has free hands at the same time receives support remote by an expert.

CLIENT/
Continental Automotive

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

2019 Winners of Best IoT/Industry 4.0 technological Project, 2019 Winners of the Most innovative SME award in the industrial sector, Winners for the Best project in the Industry 4.0 of the Comprendedor 2019 award, Selected by BFA for its 2020 Consolidation Program, Global IoT Outlook 2024 Key Player, Global Top 25 Influencers in Wearable Technology

CIMA HORIZONS

ABOUT

We are [Cima Horizons](https://cimahorizons.com/), an immersive digital product studio that develops ad-hoc projects for companies and entrepreneurs. We are specialized in Virtual Reality and Augmented Reality, using all available resources to drive our projects to the metaverse. We are located in Seville, in two cool places, in [MAGMA] and [Espacio RES]. Our main goal is to build projects that provide real value to our customers. We always try to keep our curiosity alive and learn new things, regarding how fast technology advances.

ACTIVITIES

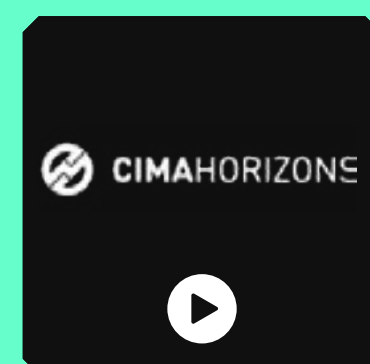
Development, Design and content production, Software, Events

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

United Kingdom,
Germany, France, USA



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WEKKER



This application uses artificial intelligence to recognize any pattern and play videos scaled to the millimeter on the surface. The recognition is done in the cloud and is instantaneous for almost any pattern.

LOOKING FOR/
Funding

CUBENSIS PROJECT

ABOUT

Creativity, Innovation, Video Mapping, Virtual Reality and Augmented Reality Applications, Thoughts, Light Graffiti Tools, Application Development, Wow Effect. We work with the latest technology in interactive services. We are Cubensis Project, Your Technology Marketing Provider.

ACTIVITIES

Development, Design and content production, Software, Events

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR,
Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Europe



cubensis



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MAGIC BOOK XXL RIBERA DEL DUERO



The company EDT eventos organised the gala award ceremony for the 3rd Ribera del Duero International Short Narrative Prize. The gala hosted by the presenter Marta Fernández was held at the theatre of the Círculo de Bellas Artes in Madrid. For this occasion EDT had the collaboration of Cubensis for the development of a giant interactive 'Magic Book' that presided over the stage. The 'Magic Book' was the frame where a story was illustrated, the rating of the vintage and finally revealed which was the winner of the literary prize.

CLIENT/
Ribera del Duero / EDT

LOOKING FOR/
Distributor

DEUSENS HYPERXPERIENCE S.L

ABOUT

DeuSens was one of the first 5 spanish startups born to create Virtual Reality experiences for companys. Today, we are highly specialized in the creation of Immersive Custom B2B technological solutions. Hyperxperience is the concept we create to define the sum of what makes us different from our competitors and the value we provide to our clients. We introduce the latest technologies in the sales process of the companies, making them pioneers. We create experiences to optimize sales, facilitate purchase and boost brand value. We are specialized in high value experiential solutions created with interactive tech. Our solutions are always custom made and highly adapted to our client's goals. We thoroughly analyze the where and the when to offer the most logic and effective approach.

ACTIVITIES

Development, Design and content production, Software, Consultancy, Events

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR

MAIN MARKETS

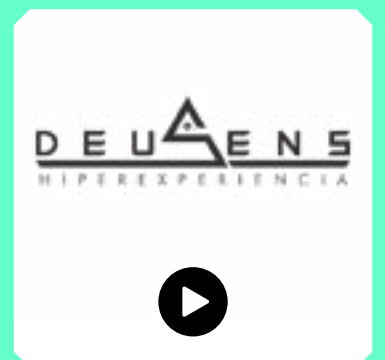
Argentina, Mexico, USA

CLIENTS

Telefónica, HMY, Atlas Copco, Campofrío, Costa Food Group...

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AUGMENTED REALITY GAME TO BOOST THE POINT OF SALE | HYPERXPERIENCE FOR CAMPOFRÍO



Through the combination of Augmented Reality and gamification, the client obtained an immersive experience that strengthened the promotion of the brand in the store. The purpose of the game was able to attract consumers, show them their products in a fun and entertaining way, obtain their data to get leads and generate greater interest in the brand, standing out from its competitors thanks to this interactive promotion.

CLIENT/
CAMPOFRÍO FOOD GROUP S.A.U.

LOOKING FOR/
End Client

AWARDS/CERTIFICATES

I Ed. Aragón Open Future promoted by Telefónica - 2017, Aragón, ecosistema de empresas y futuro Awards - 2019, Innovation in Company Awards by CEOE - 2020, Enterprise Covid-19 Awards by Heraldo de Aragón 2020

LA FRONTERA CREATIVE DESIGN

ABOUT

We are dedicated to providing technological solutions to our clients, through our own technology in the field of virtual reality and augmented reality. We have a multidisciplinary team in these fields to offer an unbeatable service and carry out the accompaniment of companies on their way to the metaverse in the desired way.

ACTIVITIES

Development, Design and content production, Industrial Design, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Blockchain, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA, Portugal

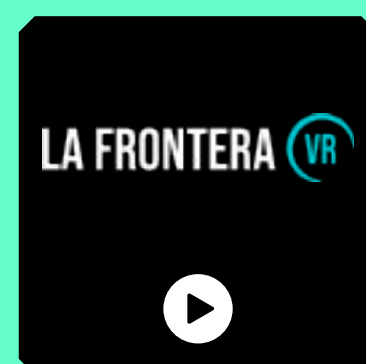
CLIENTS

Inditex, Netjets, Insparya



CONTACT

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PULL & BEAR METAVERSE



Pull&Bear launches a virtual clothing collection in the Metaverse with its own virtual world with virtualized versions of its clothes, to dress the avatars of ReadyPlayerMe in hundreds of compatible apps and games. Betting on digital innovation to create an immersive experience where users interact with the brand, teleporting ourselves to this environment where we can choose, customize and dress our avatar with the collection and enjoy a gaming experience, in which we will compete to be the best surfer.

CLIENT/
Inditex

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

Hello Metaverse Summit

GTA INNOVACION EMERSIVE

ABOUT

“Emersive is a new startup born from the GTA Innovation business group, founded in 2002, dedicated to the design of innovative solutions aimed at creating experiences for events. In 2020, we decided to put the learning and knowledge gained with GTA at the service of the industry. Thus, Emersive was born. Emersive is a company specialized in the development of applications in virtual, mixed, augmented reality and artificial intelligence. We design and create solutions for our clients and develop immersive learning processes and impactful experiences aimed at companies seeking to assimilate into industry 4.0. Therefore, with technology as a base and the challenges faced as a drive, we continue to investigate to create innovative solutions for our clients. Behind Emersive there is a multidisciplinary team, always eager to learn new things to adapt to the technological trends of each moment and, thus, offer the best response to our clients’ questions. We are emersive. Welcome.”

ACTIVITIES

Development, Design and content production, Software, Events

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
AI – Artificial Intelligence,
Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Portugal, France



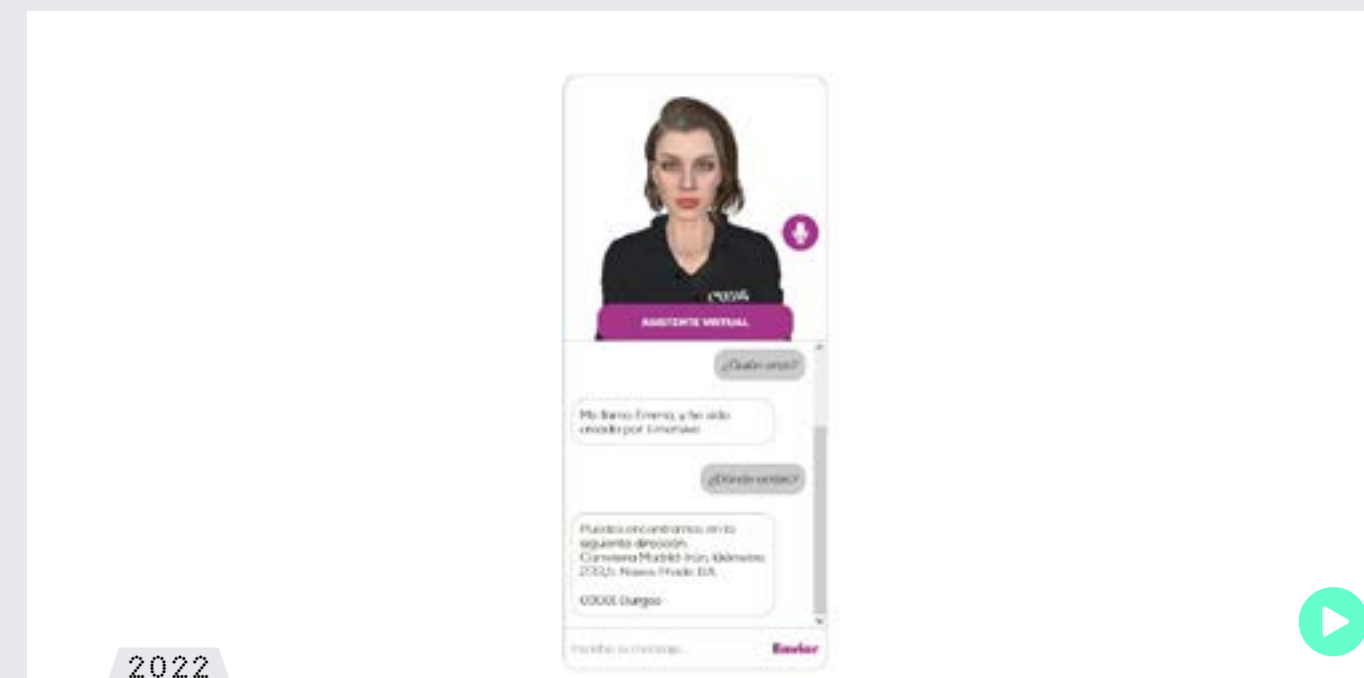
Grupo Tiempo Activa



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AI DIGITAL HUMANS



We humanize technology with the new generation of virtual assistants. Digital humans who contribute to the process of digital transformation of your company, improving the experience of your customers. Among the uses for which we are already applying this technology are: - Customer service on the web. - Customer service in retail and restaurants. - Marketing. - Information on museums and tourism. - Smart avatars in virtual reality applications. - Training, through AI Machine Learning.

CLIENT/
Emersive

LOOKING FOR/
End client

isostopy

ABOUT

Isostopy conceptualizes, designs, and produces immersive experiences for brands and companies. Using virtual, augmented and mixed reality technologies and web 3d solutions, they can create ad hoc applications for all kinds of sectors, with an emphasis on good design and tangible business results. Throughout the last few years, they have worked with companies such as Telefónica, Inditex, Banco Santander, and Coca-Cola. In 2019, they were highlighted as the most creative company in Spain after winning the Creative Business Cup. Their projects include experiences in the industry and construction, but also the marketing and cultural sectors.

ACTIVITIES

Development, Design and content production, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR

MAIN MARKETS

USA, United Arab Emirates

CLIENTS

Telefónica, Banco Santander, Airbus, Coca Cola, Philips, Inditex, Sacyr, Lidl, Merck, Janssen, ING, Oppo, Gfk and more.

isostopy



Paseo Santa María de la Cabeza, 11 - Pta. Dcha. Bajo Int. 28045 MADRID. SPAIN
FRANCISCO JAVIER ESCORIHUELA / hello@isostopy.com / T_ +34 910 443 068
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AUGMENTED REALITY INTERACTIVE GAME



This AR experience is part of Marine Stewardship Council (MSC) and Lidl's campaign to promote sustainable fishing and to raise awareness from consumers on the need to protect marine resources. The game is a 60-sec competition between two players that try to catch the fish that appear on the screen, but only the ones certified as sustainable. They lose points if they fish a protected specimen or if they damage the sea soil. More info: <https://isostopy.com/project/seas-for-ever/?lang=en>

CLIENT/
Lidl and MSC

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

Creative Business Cup Spain 2019 - Winner Creative Business Cup Global 2019 - Semifinalist

KATACLACK

ABOUT

Kataclack is a Camera manufacturer. Kataclack expertise on hardware and firmware design allow us to develop our professional high quality camera systems to cover the needs of new immersive content. We design from system level architecture down to sensor PCB, as well as real-time image processing pipeline on FPGA to build any system required to shoot immersive content (from side-by-side for 3D to multi-camera systems required for XR/Volumetric and what has still to come...). Our systems achieve a perfect synchronisation of image acquisition, using global shutter sensors and high quality RAW image processing flow from sensor to screen.

ACTIVITIES

Development, Hardware, Software

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality

MAIN MARKETS

United Kingdom, Germany, Italy, France

CLIENTS

Audiovisual production companies, Mercedes, Samsung, historic Museum, Catalana de Mitjans Audiovisuals, Mediapro, Lavinia, Inflight VR and 8 Production.

 KATACLACK



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MERCEDES AMG VRACE



Mercedes AMG VRace was a VR experience to be seen inside a racing car while it was driving at more than 120Km/h on a racing circuit. The user had the feeling of being driving through Madrid streets. Kataclack VR camera system was selected due to its perfect synchronisation, global shutter cinematic sensors and fully RAW workflow. This experience was awarded with the "German Design Award 2018 Interactive User Experience"

CLIENT/

La Bicicleta, Pixel and Pixel, Mercedes.

LOOKING FOR/

Partners for development



AWARDS/CERTIFICATES

Projects in which our products have been used have won awards such as the **German Design Award 2018** Intercative user experience (AMG V RACE), Raindance immersive award ,and others projects have been selected in La Biennale VR.

KENDRA

ABOUT

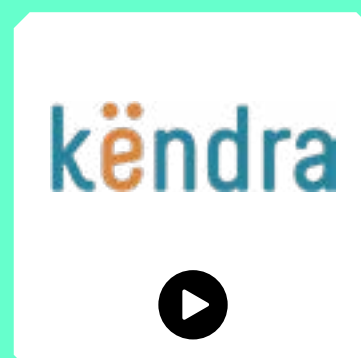
Kendra was born in 2018 with three very clear objectives, to be the transmission belt and the technological partner of the industry so that innovation reaches its productive systems, to give technological tools that improve services or processes and to serve as an excuse so that talent does not have to emigrate. As a differentiating element we chose the technologies of Augmented Reality and Virtual reality and mixed, disruptive technologies and that until that moment nobody was giving it the approach that we gave it. We developed our own solutions that adapt to the idiosyncrasy of our productive fabric and that gave concrete solutions to specific problems, that made us stand out above all others. Kendra's DNA is to do things differently, rethinking the traditional way of doing things to try to make technology contribute something and not simply use technology to use.

ACTIVITIES

Development, Software,
Education (ONLY XR study
programmes -Business
Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality



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LAS HADAS



Las Hadas de Villaviciosa is a residential development of semi-detached houses that uses augmented reality technology so that potential customers can enjoy an unbeatable view of a virtual model. They will be able to carry out different actions such as: viewing it from any point of view, modifying elements, having information on qualities, surfaces, sectioning and seeing the promotion both externally and internally.

CLIENT/
Affix Real State

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

In October 2018, Apple mentions us as the best Augmented Reality company in Spain and the best developers in Galicia. In the year in 2019, through the Association of Young Entrepreneurs we were recognized with the Award of the Runner-up for Innovation. At the beginning of 2021 we received the award for Best Entrepreneurial Initiative in Galicia.

MAGIC FENNEC

ABOUT

Specialized 3D company. - Magic Fennec develops and creates immersive experiences in unlimited realities. Thanks to the creativity and real-time technology we produce globally, a new way of conceiving reality. The experts that make up the team are the creative pillar of the studio, which works integrally in the industries in which this technology specializes. Through Unreal Engine we diversify its applications in different industries, improving society through first-class technological solutions. Our values are Innovation, Social growth, and dissemination of knowledge.

ACTIVITIES

Development, Design and content production, Industrial Design, Consultancy, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
AI – Artificial Intelligence,
Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

United Kingdom, Italy, China, USA, Australia

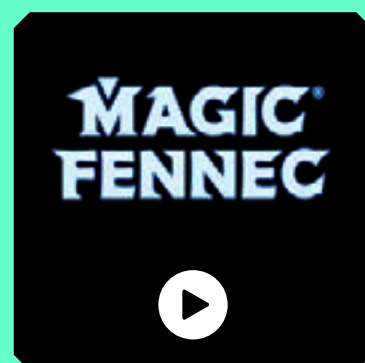
CLIENTS

Audiovisual production companies.



CONTACT

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ACQUABELLA VIRTUAL TOUR



Take a journey through incredible interactive spaces inspired by the world of Acquabella and enjoy a unique virtual experience.

CLIENT/
Aquabella

LOOKING FOR/
Partners for development

SPECIALIST IN FIRE EXTINGUISHING ON BOATS



Specific training for firefighting in engine rooms of large offshore vessels.

CLIENT/
MastVRTraining

LOOKING FOR/
End Client

MANY WORLDS

ABOUT

Many-Worlds was created in 2009 as company specialized in augmented and virtual reality projects. Over 13 years later, the technology we love has shown a huge potential in scopes as industry, marketing or education. Hundreds of projects and very important clients endorse our work.

ACTIVITIES

Development, Design and content production, Software, Events

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR

MAIN MARKETS

United Kingdom,
France, USA

CLIENTS

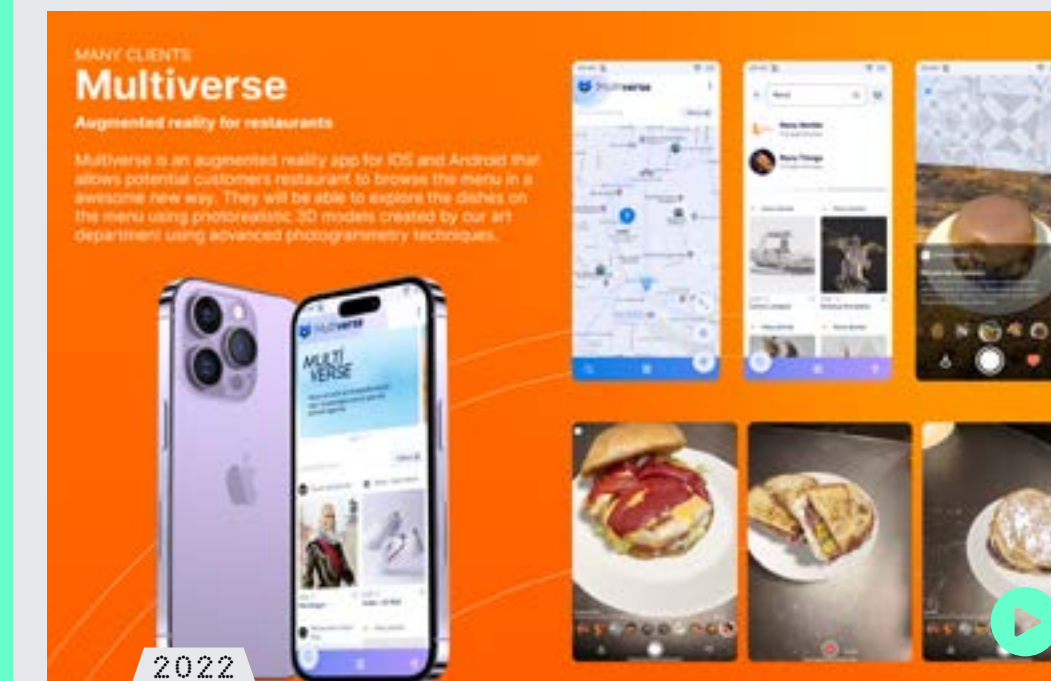
Carrefour, Santillana,
Santander, Sacyr, Unir,
Multiópticas



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MULTIVERSE



Multiverse is an augmented reality app for iOS and Android that allows potential restaurant customers to browse the menu in an awesome new way. They will be able to explore the dishes on the menu using photorealistic 3D models created by our art department using advanced photogrammetry techniques and markerless augmented reality. Users will be able, either from home, from the premises itself, or from any other place, access these dishes and see them as if they were really in front of them. In addition, they will be able to take photos, record videos and share all the content to create a unique interactive experience.

CLIENT/
Internal

LOOKING FOR/
End client

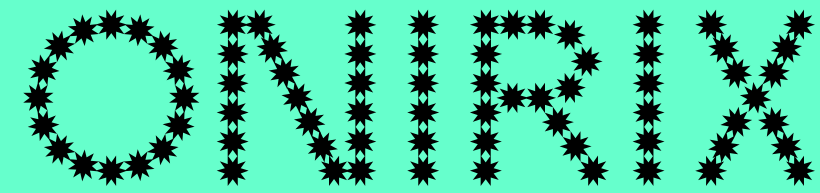
CARREFOUR JUGUETES 3D



Carrefour Juguetes 3D was published on Christmas 2016. It managed to completely change how to create Christmas toy catalogs, with over 100 toys 3D modelled and animated in its first edition and more than 150.000 users. This year it will be its 7th edition with a totally new and revolutionary technical approach.

CLIENT/
Carrefour

LOOKING FOR/
End Client



ABOUT

Onirix is the Augmented Reality platform that makes it easy to create, host and publish all kinds of AR web experiences. From creating and customising scenes and projects, to publishing AR experiences without the need to write code or use mobile apps. It is a fully intuitive online platform that, thanks to its advanced technology, also allows measuring the impact of each project, as well as its visual and logical modification to include the AR Web experiences in any web page with a customised look and feel using the HTML, CSS and JavaScript editor. In addition, it has a high global compatibility with web browsers so that Web AR experiences reach a mass audience and enhance the user experience. Onirix provides you with a proprietary technology tool to embed AR experiences into any website or mobile app, tailoring the visual look and feel to any potential customer. Onirix also has two levels of JavaScript SDK; Embed SDK to modify the visual aspect of the AR web experience in our online code editor; and also an Engine SDK, to capture and control the tracking of your experiences in a deeper way. Onirix was created with the aim of offering everyone the possibility of creating their own augmented reality experiences and sharing them without the need to type a single line of code or have any technical knowledge. Thus, any company can include augmented reality within its line of business, offering services to its customers in a technology on the rise and with a growing demand. Onirix Studio: just create and share! Create professional AR web experiences in a simple way

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

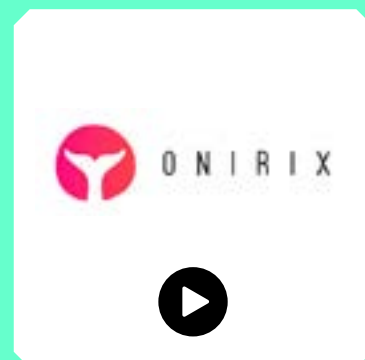
VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Canada, USA, Mexico,
Brazil, Colombia, Peru,
Chile



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ENGEN - QUICKEES PLAY

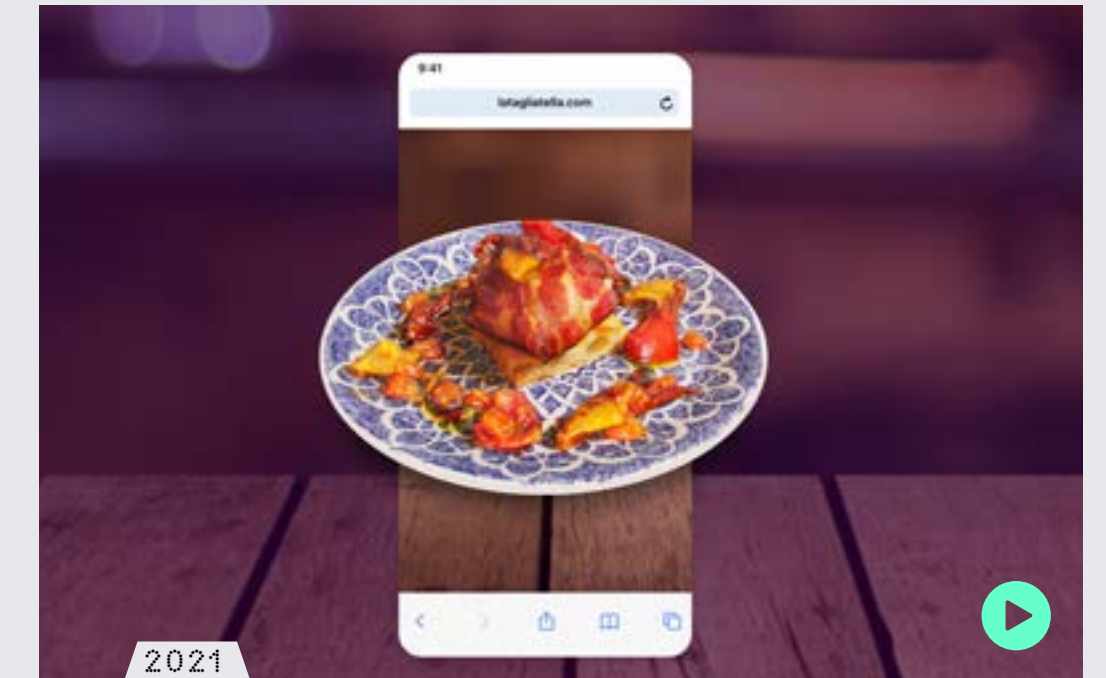


South African marketing agency, MCI, through Onirix created a gamification dynamic to attract audiences to Engen's 900+ service stations. They also wanted to showcase their new brand of jelly beans, Quickees, in a fun way. A game design adapted to the brand image was created, as well as a jelly bean hunt dynamic, in the different regions of the country.

CLIENT/
MCI - Engen

LOOKING FOR/
We are looking for digitalisation, marketing, communication or advertising agencies interested in including Augmented Reality in their service portfolio and value proposition.

LA TAGLIATELLA



La Tagliatella asked digital marketing agency Dakota&Durango to create the audiovisual and creative content for its new menus. As part of that process they were able to offer a service of creating dishes in augmented reality.

CLIENT/
Dakota&Durango - La Tagliatella

LOOKING FOR/
We are looking for digitalisation, marketing, communication or advertising agencies interested in including Augmented Reality in their service portfolio and value proposition.

PIXELDREAMS

ABOUT

Pixeldreams is a communication agency specialized in the application of 3D technology in the fields of communication and digital marketing. We specialize in the implementation of virtual reality technology, augmented reality, 3D animation, and the creation of software applications focused on remote virtualization of content and services. Our activity began in 2001 and we have carried out projects for companies such as Amazon, SEAT, Fundación La Caixa, FCB, LaLiga, Novartis or Grifols, among others.

ACTIVITIES

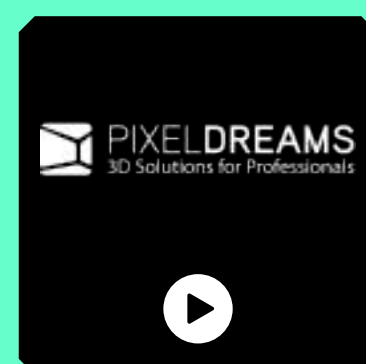
Development, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR

CLIENTS

La Caixa, Naturgy, Repsol,
Gas Natural Fenosa, SEAT,
Cosmo Caixa.



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METaverso PARA EL EVENTO VIRTUAL DE PRECISION ONE



Development of a metaverse for Precision One's virtual event, a world in which you can move freely by clicking on the points of interest. Access the dome to see the conference prepared for the occasion.

CLIENT/
Precision One

LOOKING FOR/
End client

LA ALMOLOYA VIRTUAL



The project, financed by FEDER funds for regional development, was carried out using the most advanced Virtual Reality techniques with the aim of creating a project dissemination center for the Pliego Museum and providing an educational and interpretative facet to the archaeological research developed by the UAB team for more than a decade.

CLIENT/
Universidad Autónoma de Barcelona

LOOKING FOR/
End Client

PRODUKTIA

ABOUT

We are a study of audiovisual creations that base our differential value on technological innovation. Starting in 2006 with the 3D/CGI, we have made it evolve from the screen with the stereoscope, putting it afterwards on the table with AR and finally entering the VR, where the programming has allowed us to interact and achieve more efficient communicative tools. For us, it has been a natural evolution in which every step has given us enough knowledge to reach the next one.

ACTIVITIES

Development, Producer

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR,
Others (Videomapping,
Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA



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T_ +34 932 007 876



MEDICLINICS VIRTUAL ALL-IN-ONE



VR sales tool for the Mediclinics sales force.

CLIENT/
Mediclinics

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Premio ASPID

RENACEN SYSTEMS

ABOUT

Renacen is a software development company founded in 2011 that since 2017 has been focusing on in-house product development and the creation of VR for web, standalone headsets and PC. Thus, we created 3D SeatMapVR, a 3D rendering engine integrated into the airline digital channels, which allows users to select their seat in 3D during the booking process. We have also developed VR experiences for clients such as Emirates, being the first airline in the world to have an app in Oculus Store, developed by us. We are a world leader in creating 3D and VR for airlines, and we are extending our reach to different industries, having created training experiences for the industrial sector as well, and having 3D critical infrastructure monitoring tools in Mexico, among other examples.

ACTIVITIES

Development, Design and content production, Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, Web XR

MAIN MARKETS

United Arab Emirates, USA, Finland, Colombia, Austria, Mexico

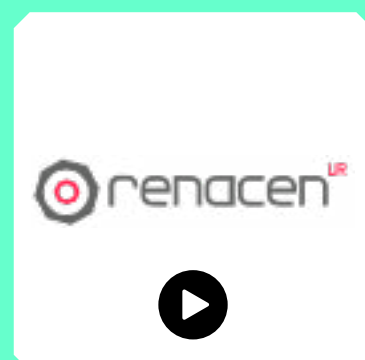
CLIENTS

Airlines: Emirates, Etihad, United Airlines, Iberia, Finnair, Avianca, World2Fly, Air Europa, Level, Austrian, Evelop, VR industrial sector: Deutz.

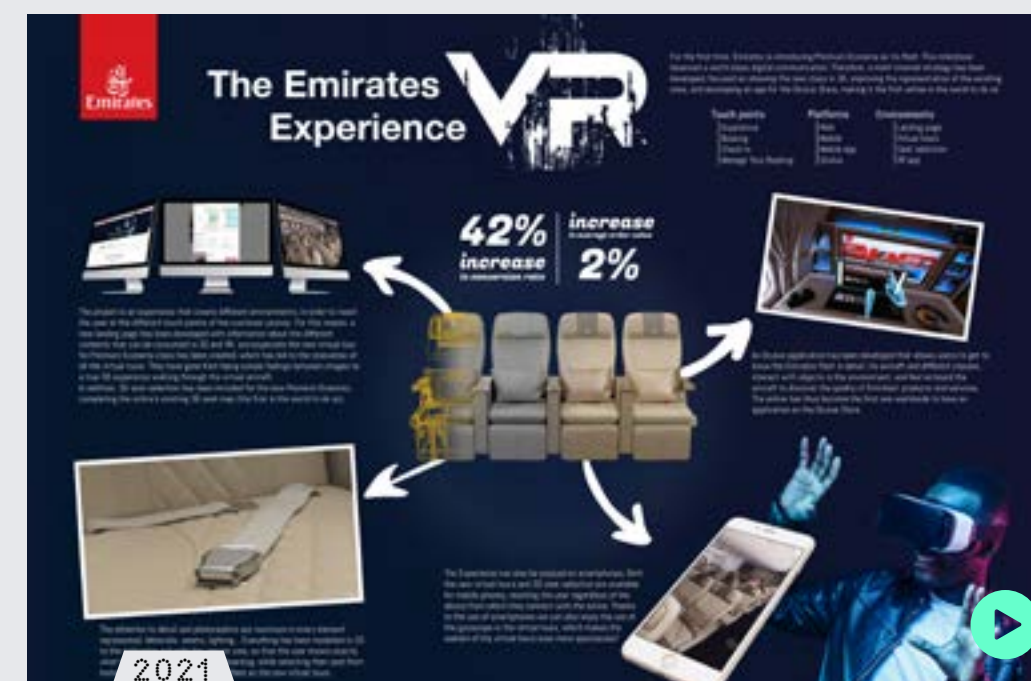


CONTACT

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THE EMIRATES VR EXPERIENCE



This project is a comprehensive approach to Emirates airline's Virtual Reality strategy, covering both Oculus and web-based VR experiences, focused on improving brand awareness, increasing ticket sales and strategic positioning globally. In addition, a virtual tour technology has been developed with real 3D movement inside the aircraft, but without loading times or the need to use any plugins or third-party apps. Thanks to this project we've been one of the finalists in the VR Awards.

CLIENT/
Emirates

LOOKING FOR/
End client

UNITED AIRLINES CRJ-550



When United Airlines retrofitted its CRJ-550 into an aircraft with fewer seats, more legroom, dedicated baggage space, etc., it relied on our technology as the best way to unveil its new configuration. Subsequently, the 3D representation was extended to the rest of its fleet and integrated at various points in its digital channels. For this project, the interior of their aircraft was recreated in full detail: from the United tag on the seats to the seams of the seats, and we even introduced the concept of the avatar, as a human representation to compare two seats in the best possible way in terms of space and dimensions.

CLIENT/
United Airlines

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

We have won awards both nationally and internationally, among which we highlight: International, Crystal Cabin Award 2018, Special Mention in German Design Awards 2019, Honor Mention in Skift Awards 2019, Honor Mention in VR Awards 2021. National ROS Group Innovation Award 2017, Extremadura Young Entrepreneur Award 2018, Extremadura Exporta Innovation Award 2019, Extremadura Business Award 2019

ROV COMUNICACIONES

ABOUT

Real o Virtual is the leading media and community about virtual and augmented reality in Spanish. It was born in May 2013, when we received the first Oculus Rift prototype. Let's build the future together.

ACTIVITIES

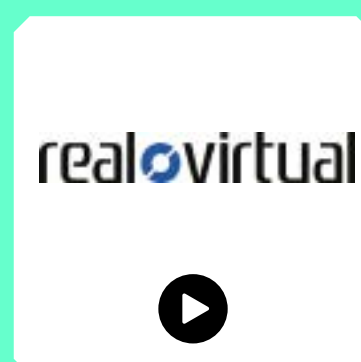
Software, Events,
Press and Divulgation

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR,
Others (Videomapping, Holograms,
Photogrammetry, IoT...)

MAIN MARKETS

South America



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REAL O VIRTUAL



Real o Virtual is the leading media outlet and community about virtual and augmented reality in Spanish since 2013.

CLIENT/
Everyone

LOOKING FOR/
We cover the XR industry and offer a place to interact.



AWARDS/CERTIFICATES

HTC Vive Global Innovator 2021:
<https://blog.vive.com/us/vive-vr-innovators-2021/>

SECUOYA NEXUS

ABOUT

At NEXUS we work for brands, researching and analyzing their needs to find the target audience and design a content and entertainment strategy for their product and branding areas; We do it through branded content actions, both online and offline, and from our different areas such as Viewin, where we create and develop communities on YouTube and plan and market our network of channels; from the events area where we create, develop and organize face-to-face events, hybrids, and virtual productions and finally, from the virtual experiences area, where we create and develop virtual spaces in the metaverse using virtual and augmented reality to generate new experiences and new points contact for the target audience of our clients.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Europe



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ANTICONCEPTIVOS HOY



Build, develop and design a virtual assistant, for the web, the app and virtual reality experiences, that represents and speaks to ORGANON and that serves as a guide for the different treatments, mainly fertility, focused on women.

CLIENT/
Organon salud

LOOKING FOR/
End client

LET'S TALK ABOUT PORK



International awareness campaign to dismantle false myths about pig production and pork consumption. We designed, developed and executed all the digital content for the campaign, including the 3D animation of the character that we created for the shooting of the international spot that we produced ad hoc for this campaign.

CLIENT/
LE PORK FRANCE (AGENCE TACTICS)

LOOKING FOR/
End Client

TECHER TEAM

ABOUT

Techer Team is a consulting and developer company of Extended Realities (XR) and ... metaverse. We are based in Valencia (Spain); we have been developing XR solutions for companies for the past 5 years. Our team has been in disruptive technologies for over 25 years and has a wide specialisation in Virtual Reality projects with high graphic resolution. We have international experience in sectors as diverse as: health, architecture, shipyards, retail, packaging or franchises...

We are ready to take your projects to new realities, ARE YOU?
#VirtualisReal #FutureisNow

ACTIVITIES

Development, Design and content production, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Germany

CLIENTS

Hospital Groups (Spain and Germany), Pharmaceutical companies, Architecture studios, Shipyards.



CONTACT

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ATICA: VIRTUALIZATION OF A 100M2 FLAT



It is the virtualisation of a 100m2 flat in real size, with different construction and decorative finishes, among other interaction. The project was a marketing tool, used at a real estate fair and it was a great commercial success. The company has shared this immersive VR experience to start selling before building it, as well as presenting it simultaneously in several international cities in an immersive way. It went from showing to being in the apartment to be built.

CLIENT/
ATICA

LOOKING FOR/
New clients for virtualizing spaces to be built (hotels, factories, airport...)

TECH-FOUR TELECOM

ABOUT

Information Technologies Research and Development company.

ACTIVITIES

Software

TECHNOLOGIES

AR – Augmented Reality

MAIN MARKETS

Brazil



CONTACT

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T_+34 685 984 491

EASYCHATBOT

The logo for EasyChatbot, featuring the word "EasyChatbot" in a bold, red, italicized sans-serif font. The letter "o" in "bot" is replaced by a circular icon containing a stylized chatbot head with a red and white striped pattern.

2022



Omnichannel CHATBOT SaaS Platform for both traditional channels (web, telephone, whatsapp...) and Metaverse channels (Unreal Engine, Unity...).

CLIENT/

SME (Small Medium Enterprises) and Corporations willing to improve their Customer Services

LOOKING FOR/

End client

THINGS HAPPEN

ABOUT

We design unique audiovisual projects. Through our creative use of technology, the audience is immersed in a moving experience.

ACTIVITIES

Development, Design and content production, Producer, Consultancy, Events, Others

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Switzerland, Germany

CLIENTS

Projektil (Switzerland), Immersive Art (Switzerland) Alegria (Germany), Paradigma digital (Spain), Disney (Spain), Netflix (Germany), Turner Broadcasting (Spain).



CONTACT

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Things Happen



NETFLIX: OVER THE MOON



For the presentation of Netflix's latest animation, *Over the Moon*, we worked extensively on the development of various production elements which we like: design, interaction, programming, education, immersion... resulting in a playful and instructive space for both adults and children alike. Following the narrative structure of the film, our adventure is divided into three, coinciding with the three most important settings in the story: the town where it takes place, the protagonist's room, and finally, her ultimate goal: the moon. In each of these scenarios we designed and implemented different concepts and installations to make it the ideal place to have fun, learn and share with the family. A thorough adaptation of the film's scenes and characters, various science-based interactive games, immersive and interactive scenarios, projections, and even illuminated slides and inflatables to play on the moon; all with the aim of creating an unforgettable experience, one that sparks the curiosity within us all: the emotion of discovery.

CLIENT/

Netflix Germany

LOOKING FOR/

In this installation there are interactives for children and more adults and with this, we seek that children learn the parts of a rocket, what is electromagnetic levitation, Chinese culture...

BEFOOTBALL

ABOUT

A new way of living and feeling football through immersive technologies.

ACTIVITIES

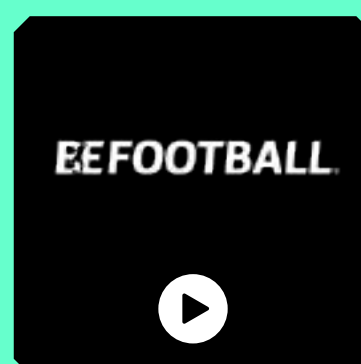
Development, Design and content production, Producer, Software, Events, Others

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Blockchain, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

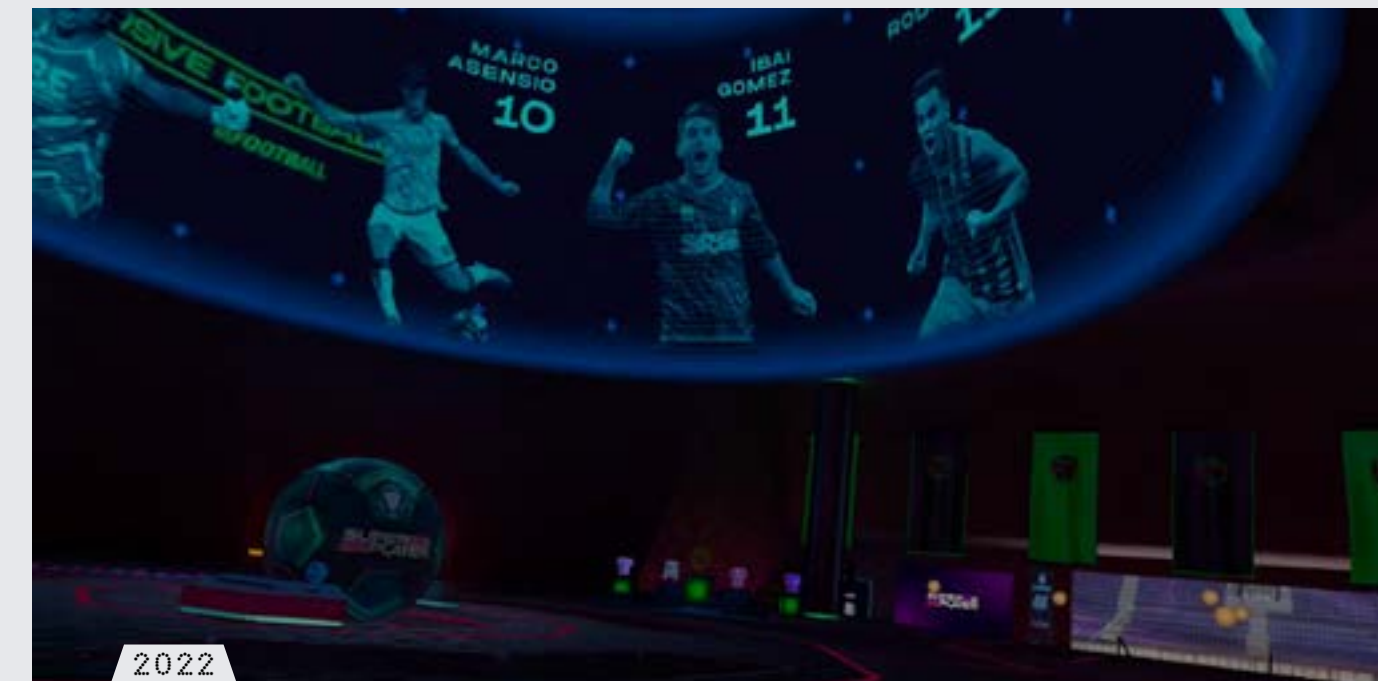
USA, Canada, United Kingdom, Mexico



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METAVERSO DE BEFOOTBALL



Development of the BeFootabl metaverse (Live-play-move-train).

CLIENT/

Users from all over the world.

LOOKING FOR/

Funding

DEUSENS HYPEREXPERIENCE S.L

ABOUT

DeuSens was one of the first 5 spanish startups born to create Virtual Reality experiences for companys. Today, we are highly specialized in the creation of Immersive Custom B2B technological solutions. Hyper-xperience is the concept we create to define the sum of what makes us different from our competitors and the value we provide to our clients. We introduce the latest technologies in the sales process of the companies, making them pioneers. We create experiences to optimize sales, facilitate purchase and boost brand value. We are specialized in high value experiential solutions created with interactive tech. Our solutions are always custom made and highly adapted to our client's goals. We thoroughly analyze the where and the when to offer the most logic and effective approach.

ACTIVITIES

Development, Design and content production, Software, Consultancy, Events

MAIN MARKETS

Argentina, Mexico, USA

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR

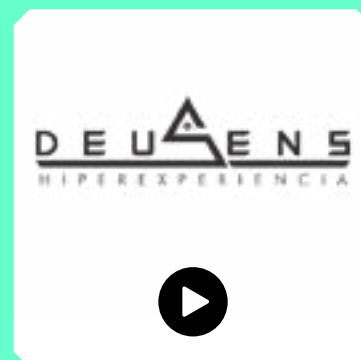
CLIENTS

Telefónica, HMY, Atlas
Copco, Campofrío,
Costa Food Group...



CONTACT

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DEVELOPMENT OF A CORPORATE EVENT IN THE METAVERSE | REPSOL TECH SUMMIT 2022



The objective of this project was to reimagine the second edition of the Repsol Tech Summit to transfer it to the Metaverse, allowing users to also experience the event in Decentraland. Users were able to watch live streaming of the event, discover informative and corporate content about Repsol, play an educational game and even leave their signature in a logbook. An interesting way to reinforce the user experience and the engagement of the physical event in a digital way.

CLIENT/
Somos Experiences and Repsol

LOOKING FOR/
End client



AWARDS/CERTIFICATES

I Ed. Aragón Open Future promoted by Telefónica - 2017, Aragón, ecosistema de empresas y futuro Awards - 2019, Innovation in Company Awards by CEOE - 2020, Enterprise Covid-19 Awards by Heraldo de Aragón 2020

EVERYWOAH

ABOUT

Augmented Reality campaigns for brands that woah. As a Spark AR (Meta Inc.) Partner team, Snapchat Official Lens Creator, and TikTok creator, we serve brands such as DAZN, ManCity, Universal Music, Sony, Warner, Desigual, Repsol, RedBull, Fuji Instax, Nestlé, since 2017 enabling content inside the selfie and beyond to thrill fans. We boost content marketing, stimulate UGC and attract new audiences for publishers on Instagram, Facebook, Messenger, Snapchat, TikTok and for next gen devices and surfaces. We're a bootstrapped, seed invested, profitable team, raising investment in 2023, proven and qualified to ride the avalanche of Metaverse marketing. Right here...right now.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

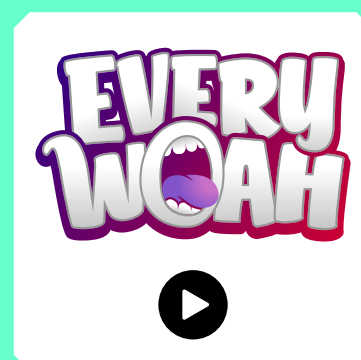
AR – Augmented Reality

MAIN MARKETS

USA, South America
EMEA

CLIENTS

DAZN, ManCity, Nestle,
Universal, Warner Bros,
Repsol, Desigual, Coca Cola;
Meta Inc., Snapchat.



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ALTAMIRA



A dual Instagram and Facebook filter that brings the marvel of the spectacular art of the UNESCO World Heritage listed Altamira cave to life. Fastidiously produced adapting high resolution photography of the interior of the cave, the augmented reality camera effect boasts bison, horses, deer, hands and mysterious signs that were painted or engraved during the millennia when the cave of Altamira was inhabited, between 36,000 and 13,000 years ago.

CLIENT/
Altamira National Museum and Research Centre

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Meta Inc, Spark AR Partner, Snapchat Developer Partner.
A Barcelona Mobile World Capital seed invested team.

GTA INNOVACION EMERSIVE

ABOUT

“Emersive is a new startup born from the GTA Innovation business group, founded in 2002, dedicated to the design of innovative solutions aimed at creating experiences for events. In 2020, we decided to put the learning and knowledge gained with GTA at the service of the industry. Thus, Emersive was born. Emersive is a company specialized in the development of applications in virtual, mixed, augmented reality and artificial intelligence. We design and create solutions for our clients and develop immersive learning processes and impactful experiences aimed at companies seeking to assimilate into industry 4.0. Therefore, with technology as a base and the challenges faced as a drive, we continue to investigate to create innovative solutions for our clients. Behind Emersive there is a multidisciplinary team, always eager to learn new things to adapt to the technological trends of each moment and, thus, offer the best response to our clients’ questions. We are emersive. Welcome.”

ACTIVITIES

Development, Design and content production, Software, Events

MAIN MARKETS

Portugal, France

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
AI – Artificial Intelligence,
Others (Videomapping, Holograms, Photogrammetry, IoT...)



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VIRTUAL WORLDS - METAVERSE



A high-impact experience: * Design according to your space needs and configuration of your own metaverse. * Avatar customization. * Interaction with elements of the metaverse, and with other avatars through voice.
* Accompaniment in the learning processes of the use of the metaverse.

CLIENT/
Emersive

LOOKING FOR/
End client

IMASCONO ART

ABOUT

Imascono is a Spanish studio of creative technologies, a reference in Extended Reality and in the creation of worlds within the business Metaverse. Inspired by science fiction, they seek to create a new world where creativity is the engine of evolution. All thanks to the Applied Imagination that allows them to connect cutting-edge technology with human emotions. The company works as a strategic partner with companies around the world whose business and vision require technological evolution. Driving their digital metamorphosis and connecting them with the new consumers: Millennials and Generation Z. References such as Disney, Adobe, Iberdrola, Samsung or Telefónica have trusted Imascono to develop more than 300 projects in nearly 150 countries. Immersive experiences based on the following objective: technology must be at the service of human beings.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Europe / USA / Asia & Oriente Medio (Corea del Sur, Emiratos Árabes, Tailandia, China)

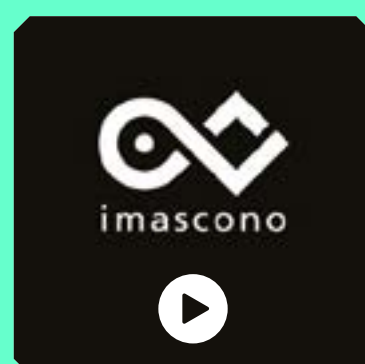
CLIENTS

Coca-Cola, Disney, Telefónica, Iberdrola, Marvel, Star Wars, Bayer, Rakuten, Siemens, Bosch, Samsung, Adobe, Adidas, Loewe, Huawei, Fosters Hollywood, El Corte Inglés, Ibercaja, Mediaset España, Chocolates Lacasa, Carrefour, Government of Aragon and Zaragoza City Council.



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RAFA NADAL ACADEMY BY MOVISTAR VIRTUAL



Telefónica and Imascono take a step forward in the construction of the Metaverse with a guest of honour, the Rafa Nadal Academy by Movistar now has its virtual version in the new digital universe. Through Rafa Nadal's own avatar, users from all over the world can tour the virtual facilities, get to know the essence of the Academy and complete all the challenges that gamify the experience. To present this project, Telefónica's first press conference was held in the Metaverse.

CLIENT/

Telefónica & Rafa Nadal Academy by Movistar

LOOKING FOR/

End client



AWARDS/CERTIFICATES

Smart Cities Project Imagine Express 2017 Award, Best National Tourism App 2017 Award granted by FITUR
ZAC Internationalisation Award 2015 awarded by Zaragoza City Council, Young Project Award 2014 granted by the Aragonese Youth Institute, IDEA XXI 2014 Award from the Fundación Emprender en Aragón through CEEI Aragón.
Award for the Best Mobile Application 2014 granted by Telefónica #AragonenlaRed, Helixa Innovation Awards 2022
Most Innovative sociocultural initiative for Ofrenda de Flores Virtual, ASTER Digital Innovation 2022 Award granted by ESIC Business School.

INTERACTIVE INTERFACES FOR INDUSTRY

ABOUT

3IN develops industrial projects using Interactive Technologies, such as VR and AR. Our aim is the improvement of processes with the introduction of digital transformation. We are not only focused on the industrial sector, we have developed several projects about art, culture, health, education, sales, entertainment... We have also carried out projects for small, medium and big corporations. It shows that we are fully flexible and our skills are always adapted according to the client's needs.

ACTIVITIES

Development,
Software,
Consultancy

TECHNOLOGIES

VR – Virtual Reality, A
R – Augmented Reality,
MR – Mixed Reality, Web XR

MAIN MARKETS

Finland

CLIENTS

Planmeca, Airbus,
Fugaqua, Elingua, DKV



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OPEN THE MUSEUM



“Open the Museum” is a team game made in virtual reality that allows players to get to know a museum, in this case the Automobile and Fashion Museum of Malaga, in a different way. Players will travel through real and virtual spaces in which they will have to learn to cooperate to achieve the final goal.

CLIENT/

Vodafone - Mecenaz 2.0

LOOKING FOR/

End client

LINKING REALITIES

ABOUT

Linking Realities is the first avatar company to provide identity solutions for the metaverse, bridging identity management with 3D virtual worlds for an open metaverse. By using NFT, we can build an interoperability system aimed at providing the best user experience, reducing the friction associated with onboarding Web3 users. Currently our avatars are photorealistic and Our Cloud service is licensed on a monthly basis through access to our API, orienting us B2B for companies that develop virtual platforms, 3d worlds or video games.

ACTIVITIES

Development, Design and content production, Software, Events

TECHNOLOGIES

VR – Virtual Reality, Blockchain

MAIN MARKETS

Europe

CLIENTS

Telefonica, Unilevel, Virtual Voyagers, Singular Factory, Welma, Kolador de ideas creativas, Caira, Exotwiin



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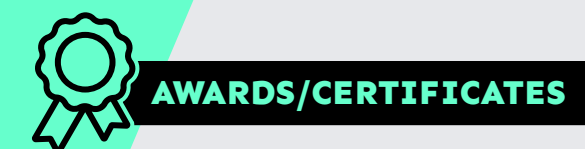
UNION ID



UnionID is a digital identification solution based on blockchain technology intended to be the next identification standard for Metaverse. Our proposal starts with the creation of a realistic avatar from a single selfie in just 30 seconds, and then mints this avatar into a nested NFT that will contain the user's identification data, which we call Soul NFT. This data is non-transferable and will remain in the user's wallet forever.

CLIENT/
 Usuarios web2 and web3

LOOKING FOR/
 Funding



Best startup in the 22@ Network

MANY-WORLDS

ABOUT

Many-Worlds was created in 2009 as company specialized in augmented and virtual reality projects. Over 13 years later, the technology we love has shown a huge potential in scopes as industry, marketing or education. Hundreds of projects and very important clients endorse our work.

ACTIVITIES

Development, Design and content production, Software, Events

TECHNOLOGIES

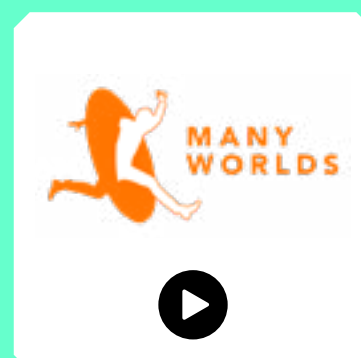
VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR

MAIN MARKETS

United Kingdom,
France, USA

CLIENTS

Carrefour, Santillana,
Santander, Sacyr, Unir,
Multiópticas



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VREVENT



VREvent is the most advanced Metaverse in Spain. It is the result of a multi-platform development of almost two years by a great team of professionals with more than 12 years of experience. Some of the features that make it unique are: - Cross-Platform: VR, iOS or Android, - Custom environments created exclusively by our artists, - Hand detection and tracking, - Voice chat, - Support for hundreds of concurrent users, - Customizable avatars.

CLIENT/
Internal

LOOKING FOR/
Distributor, end clients and funding.

OPTIVA MEDIA

ABOUT

Optiva Media is devoted to helping TV companies around the world make the most of their services. Our team of 200 professionals covers all areas of the TV space from engineering to operations, media and metadata management, product design and development, research and business and technical consultancy. We offer solutions along the full Product+Project+Operations spectrum, conveniently suited to meet each customer's needs.

ACTIVITIES

Development, Design and content production, Software, Others

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality]

MAIN MARKETS

Europe, South America, Middle East

CONTACT

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VODAFONE 5G REALITY



Vodafone 5G Reality for Vodafone Spain is an open metaverse and the first virtual and augmented reality commercial solution on the 5G network for customers. Immersive experience that allows users to get into a different world where they can live adventures and be the story's main characters, apart from enabling the company to leverage its own content and monetize this tool thanks to its both B2B and B2C approach.

CLIENT/
Vodafone Spain

LOOKING FOR/
End Client

LIBERTY GLOBAL FORMULA E



Platform to explore capabilities of Augmented Reality and Virtual Reality for Formula E broadcasts. High quality video broadcasting interactive map with the position of cars synchronized with main broadcast, additional screens with videos from driver cockpits or from cameras on a map.

CLIENT/
Liberty Global

LOOKING FOR/
End Client

OVERLAT GLOBAL

ABOUT

Overlat is an immersive studio focused on interactive experiences formed by professionals with more than 20 years of experience in diverse fields such as video games, cinema, and audiovisual production. Our goal is to create interactive experiences with high-quality content, that take into account the nuances of each project, and offer new ways to tell stories. We have a wide range of skills and experience in fields such as video games development, film production, and audiovisual creation.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

France, Italy



CONTACT

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VRCHAT PERSISTENT WORLD FOR RAINDANCE IMMERSIVE FESTIVAL



In 2019, we were commissioned by Raindance Immersive Festival to create a London-inspired persistent social place for their events during pandemic times. Since then, it has been home for all the events of the festival for several editions. Home to creators' meetings and interviews, film projections, parties, and award ceremonies. It was the best way to enjoy new indie games, fantasy worlds, art shows, and live performances from the comfort of our home.

CLIENT/

London Raindance Film Festival

LOOKING FOR/

End client

PREXENZ

ABOUT

Software development for virtual and augmented reality.

ACTIVITIES

Development, Design and content production, Software, Consultancy, Education (ONLY XR study programmes -Business Schools and Universities)

MAIN MARKETS

Portugal, USA, Dubai

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

CLIENTS

Development of virtual reality software for training companies, industry, tourism or real estate.

NEOSKILLS



The first virtual reality simulator designed by a team of psychology, pedagogy and neuroscience researchers, geared toward soft skills training and evaluation in the workplace. Multiplayer virtual experience, with a management and control system for the VR experience. Inside, the participants are inside a space mission where they will have to perform different tasks using their tools, being able to live an authentic team adventure.

CLIENT/
NeoCK

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Creative Business Cup Spain 2019 - Winner Creative Business Cup Global 2019 - Semifinalist



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PRISMA VIRTUAL REALITY

ABOUT

We are a technological company specialized in developments in extended realities, putting immersive experiences of high value within reach of people, through the union of emotions and technology. In our effort to be connected to the immediate future, we develop projecting 10 years ahead, adding to our xr projects exponential technologies such as neuroscience, biofeedback, machine learning, big data, reactive content and electronics among others.

ACTIVITIES

Development, Design
and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality



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METAVERSO DE BEBASKET



Development of the BeBasket metaverse.

CLIENT/

Users from all over the world.

LOOKING FOR/

Funding

SINGULAR PEOPLE EUROPE

ABOUT

Sngular Studios emerges from the technical and creative diversity of Sngular's innovative ecosystem, as a consequence to the market challenges in specific areas such as gamification, visual design, mixed realities or experiential marketing. We are leaders and visionaries in the creation of multimedia and interactive visual experiences, and we always do it by enjoying the journey. A perfect balance between artistic quality and technological capabilities. We work in four different business sectors: VR/MR/AR in the industry, Museums, Video Games and Experiential Marketing.

ACTIVITIES

Development, Design and content production, Software, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Blockchain, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Saudi Arabia, United Arab Emirates, USA

CLIENTS

Acciona Cultural Engineering, KSA Ministry of Culture , Boris Micka Associates, Zepto Lab, Inditex, Ferrovial Services, Schneider Electric, Singapore Airlines, Sony Play Station.



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BBVA VIRTUAL MUSEUM



The BBVA Foundation has a large collection of works of art, but it had no way of showing them to the public due to the lack of an appropriate physical space. That's why Sngular has created, using WebVR and A-frame, a virtual museum where visitors can enjoy the entire collection, and the managers of the VR museum have the possibility of creating different visits from their own wordpress via a CMS (Content Management System)

CLIENT/
BBVA

LOOKING FOR/
End client



AWARDS/CERTIFICATES

Best XL Pavillion at the Dubai Expo 2020 (working for Boris Micka Associates). **Two BIE (Bureau International des Expositions) awards: "Architecture and Landscape" and "Best Innovation that Drives Mobility award"**, given by "The UAE Innovates Awards". More awards received by the different members of the Team currently in Sngular Studios: **Unity Awards for the game "Skull Legends" (2013), "World Rally Championship", Best video game coin-op in Europe (coin-op fair of Frankfurt) (1994), "DrawPets", Best Android video game "AppDate Awards 2012", given by Samsung, "DrawPets", Dr. Blue Laboratory", best innovative video game, given by Microsoft AppCampus Funding Project (2014). Prize for a Professional Career, Retro-Madrid y AUIC (Fernando Rada, 2014)**

visyon

ABOUT

The Creative Immersive Company Leading Spanish company in the production of immersive content through extended reality technology (Virtual Reality, Augmented Reality, and Mixed Reality) Over the last decade, VISYON has been at the forefront of innovation pioneering solutions and projects that have later become industry standards. We have successfully delivered more than 400 immersive experiences for over 200 international clients across multiple industry sectors and collecting 25 awards and nominations along this amazing journey.

ACTIVITIES

Development, Design and content production, Producer, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

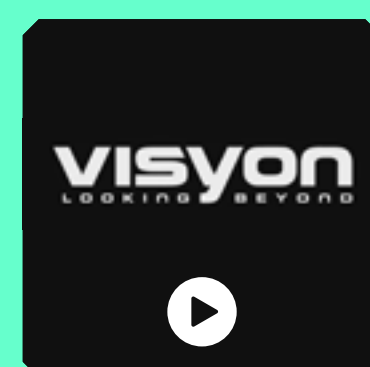
VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
Web XR

MAIN MARKETS

USA, Dubai, United Arab Emirates, United Kingdom, Brazil, Argentina

CLIENTS

Seat, Apple, Huawei Ford, Damm, Worldbank, Orange, Telefónica, Iberdrola, Antser Group, Dhl Supply Chain, Nike, Adidas.



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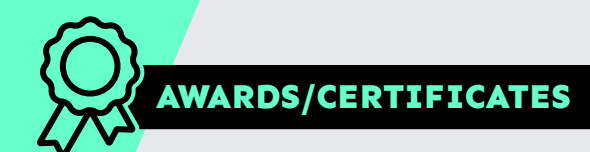
CUPRA MASTER CHALLENGE 2021



A worldwide Challenge for the CUPRA Masters.

CLIENT/
CUPRA

LOOKING FOR/
End client



The Webby Awards, Cannes Lions, Awards The Lovie, Awards FWA, Premios nacionales de Creatividad

VERBA BUENA VR EUROPE

ABOUT

YBVR brings emotions closer to the sport fans. YBVR is a Silicon Valley based technology start-up building the next generation of live immersive video experiences VR/360, unleashing the potential of immersive broadcasting disruption, by providing unparalleled immersive experiences to the sport fans and concerts fans connected from anywhere with any device: mobile, web or XR devices. Specialized in live Sports and growing in Music experiences, YBVR has business in Japan, Australia, Europe and US. Silicon Valley based HQ, with R&D Center based in Madrid and commercial teams in Japan and Australia. YBVR has a solid track record in Immersive Sports since 2017. Among others, YBVR has produced repeatedly immersive Australian Open, Euroleague Final 4, Fan Control Football, etc... Find more about YBVR at www.ybvr.com and <https://www.linkedin.com/company/YBVR>

ACTIVITIES

Design and content production, Software

TECHNOLOGIES

VR – Virtual Reality

MAIN MARKETS

USA

CLIENTS

Meta, Verizon, Singtel



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XTADIUM



Xtadium is a VR App designed to become the home for sports in the metaverse. There, the fans can find different branded virtual spaces with specific content of each sports partner that is or becomes part of the ecosystem. It is restricted to the United States. Offering multiple camera angles, including 180° and 360° videos, replays, time-shifts and real time statistics, we strongly think that this app has everything to become the main destination for watching live sports in the Metaverse.

CLIENT/
Meta

LOOKING FOR/
End Client

FINAL FOUR EUROLEAGUE BASKETBALL



For two years in a row, YBVR has produced the Immersive Final Four of the EuroLeague Basketball, allowing fans to watch full matches live and then also on VoD as highlights. The collaboration included the commercialization of Virtual Tickets so that YBVR could help EuroLeague Basketball to create a new revenue stream out of technology usage and innovation.

CLIENT/
EUROLEAGUE BASKETBALL

LOOKING FOR/
End Client



AWARDS/CERTIFICATES

HTC Vive X: Entramos en el batch 4 de la aceleradora de HTC, Vive X. <https://blog.vive.com/us/htc-vive-announces-fourth-batch-companies-selected-vive-x-accelerator-program/>
Impact growth: Fuimos seleccionados en el top 15 de compañías por este programa de aceleración en EEUU. <https://spaces.fundingbox.com/spaces/fundingbox-community-startup-sme-lounge/5e29cfc1584c5f5df79f8818>
WFS start cup: Ganamos la edición 2018. <https://live.worldfootballsummit.com/wfs-startcup-by-gsic>

AR VISION 2020

ABOUT

Ar Vision is a Spanish company that develops immersive technology. Our solution CultuAR has been recognized as the mobile application that best engages with tourist/visitors, this year at FITUR. More than 100 town councils are part of our Spanish community, enabling them to promote their natural, heritage and cultural resources by offering our AR APP to their visitors, free of charge. We offer a unique visitor experience for the digital age, available directly on their own device, leaving zero carbon footprints but... a lasting personal impression. Awareness of eco-tourism has never been higher. Our visitors now demand a positive experience but without a negative impact.

ACTIVITIES

Development, Industrial Design, Software

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Exploring business expansion in other countries.



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CULTUAR



Our top solution CultuAR, is an AR APP that enables tourist destinations to promote their natural, heritage and cultural resources in a sustainable way. A unique visitor experience, free of charge and available directly on their own device, leaving zero carbon footprints but... a lasting personal impression. CultuAR has been recognized as 1 of the 20 companies from around the world that are going to change Tourism, by UNWTO. More than 100 town councils are part of our Spanish community. Join us now in responsible digitalization of Tourism!!

CLIENT/
Municipalities, town councils, provincial councils, etc.

LOOKING FOR/
Distributor

AR APP - GRAN SENDA DE MÁLAGA



Augmented Reality App to guide walkers step by step along the entire Gran Senda de Málaga (GR 249). The App, unique at national level, has 3 main features: Innovative, the first hiking application that uses Augmented Reality technology, despite the enormous challenge of covering an entire province like Malaga with more than 7,300 km². It does not consume data, it runs with total precision even if there is no phone coverage, thanks to GPS. It uses virtual signs, offering valuable content at each geopositioned point of interest.

CLIENT/
Environment, Inland Tourism and Climate Change Delegation of the Malaga Provincial Council.



AWARDS/CERTIFICATES

World Tourism Organization: One of the twenty Companies in the world that will change tourism (2021). FITUR: winner Best technological solution in interaction with tourism and citizens (2022). Spanish Marketing Association Awards: Chosen as one of the 5 Best Marketing companies in Spain in the Start-up and SME category. La Razon: Winner CEO of the year award in Immersive Technologies, changing tourism (2022) Joly Group: Short-listed for the III Sustainable Innovation Awards(2022)

AUMENTA SOLUTIONS

ABOUT

Aumenta Solutions provides Augmented and Virtual Reality applications to industry,, e-health engineering and architecture professionals increasing productivity and efficiency in key business processes. Aumenta Solutions has a team of professional and highly qualified technology partners who offer the best Augmented or Virtual Reality solution for your business.

ACTIVITIES

Development, Design and content production, Software, Education (ONLY XR study programmes -Business Schools and Universities)

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

USA, Germany, Ecuador

CLIENTS

SpaceX, Seat, Nissan, Iveco, Alstom, J&J, GSK, Epson, Vodafone, Telefónica, Verizon, Nokia Pfizer, Medtronic Mobile World Capital, Cellnex.



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5G POWERED AUGMENTED REALITY HOLOGRAM ASSISTANTS



Virtual assistants based on 360 volumetric video and displayed using Augmented Reality powered by 5G. As example, discover the main activities and events related to 5G technology during the last MWC22 by downloading the APP 5G Railway Lab developed by Aumenta solutions.

CLIENT/
 Mobile World Capital

LOOKING FOR/
 End client



AWARDS/CERTIFICATES

American Advertising Awards

CIENCIAVR

ABOUT

We are a Startup that develops our own content in virtual and augmented reality in the field of education, culture and publishing. Creating applications from which we can implement 3D models in RA in learning environments, Workshops.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality, Web XR

MAIN MARKETS

Portugal, South America



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AR-T . IMMERSIVE CULTURAL CITY



Museums and cultural spaces are giving rise to an increasingly booming tourist attraction, giving added value to cities. CienciaVR develops cultural resources in Augmented Reality to create spaces for disruptive learning in the streets through immersive interactive experiences. We bring art closer to our society, establishing new spaces of knowledge. We create a network of virtual spaces through our app, where each entity provides the content it wants to expose in an original and unique way. Museos y espacios culturales, están dando lugar a un reclamo turístico cada vez más en auge, dando valor añadido a las ciudades. CienciaVR desarrolla recursos culturales en Realidad Aumentada para crear espacios de aprendizaje disruptivo en las calles a través de experiencias inmersivas interactivas. Acercamos el arte a nuestra sociedad, estableciendo nuevos espacios de conocimiento. Creamos una red de espacios virtuales a través de nuestra app, donde cada entidad aporta los contenidos que quiere exponer de forma original y única.

CLIENT/

Museums and cultural entities, government organizations / Museos y entidades culturales, organizaciones gubernamentales.

LOOKING FOR/

End client



AWARDS/CERTIFICATES

Most Innovative Project Award "Go2Work EOI" 2021

CROWTEC

ABOUT

We are a boutique, Madrid-based company that was launched by computer engineers. We develop unique solutions that bring together the real and virtual worlds. Using cutting-edge technology and agile approaches, we enjoy working with creative ideas and turning them into technological innovations.

ACTIVITIES

Development, Design and content production, Software, Consultancy

MAIN MARKETS

USA

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Blockchain, Robotics

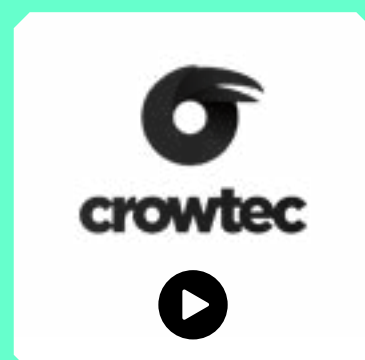
CLIENTS

Ikea, Netflix, Jose Cuervo, Ford, RTVE, Universidad Complutense de Madrid, Ayuntamiento de Madrid, RSS.com, Wakkap.



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MAP OF HISTORY



Map of History (MoH) is an Augmented Reality experience where the game takes places in the real world. It unites a virtual world, where the player is the main character of a story, and the real world, where the player has to move physically to complete the adventure.

CLIENT/

RTVE, Ayuntamiento de Madrid, Universidad Complutense de Madrid, Ayuntamiento de San Lorenzo de El Escorial.

LOOKING FOR/

End clients, Distributors and Funding



AWARDS/CERTIFICATES

Top 100 Startups Santander X Global Award, Pitch Competition Finalist Startup Olé, Impulsa Vision Acceleration Programme RTVE, IBM Award at Global Urban Datafest, First Award Startup Programme Enterprise, Challenge PwC Special Award, Rafael del Pino Foundation Award, Redemprendia Award V Edition University Entrepreneur Awards UCM, Best Final Year Project by Sopra

CUBENSIS PROJECT

ABOUT

Creativity, Innovation, Video Mapping, Virtual Reality and Augmented Reality Applications, Thoughts, Light Graffiti Tools, Application Development, Wow Effect. We work with the latest technology in interactive services. We are Cubensis Project, Your Technology Marketing Provider.

ACTIVITIES

Development, Design and content production, Software, Events

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Europe



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INTANGIBLES



2020

We digitise the best works of art of the century. Joaquín Torres García, Roberto Matta, Juan Gris, René Magritte, Paul Delvaux, Eduardo Chillida, María Blanchard and Antoni Tàpies. Telefónica España with the collaboration of Accenture have given us the opportunity to be the technological developers of the 9 digital experiences of the Intangibles Exhibition. An international exhibition that invites us to rediscover the most relevant contemporary works of art of the century through new technologies. Undoubtedly, Intangibles has been one of the biggest challenges for Cubensis that we have faced with great effort and enthusiasm. We worked on an independent integration and development project for each of the 9 works of art exhibited, applying an emerging technology to each work according to its structure, meaning and historical context. These technologies range from VR, photogrammetry, videomapping, immersive and immersive experience through 3D, software development and image analysis technology or digital painting, among others. A project that crosses oceans and is being exhibited simultaneously in six Latin American cities: Mexico City, Mar de Plata, Montevideo, Bogota, Quito and Santiago de Chile and Spain.

CLIENT/

Fundación Telefónica

LOOKING FOR/

End Client

MUSEO RAFA NADAL XPERIENCE



2017

Sport Xperience by Rafa Nadal - Interactive Museum. Manacor hosts SPORT XPERIENCE by Rafa Nadal, a complex dedicated to the most illustrious resident of the Majorcan town and where visitors can enjoy the achievements and challenges overcome by the tennis player. Cubensis Project has participated in the creation of the sports museum, located within this centre, providing multiple interactive services and developments so that visitors can experience sport in first person. These are just some of them: Creation of audiovisual content, Virtual simulators for Canoeing, Downhill cycling, Hockey, etc. Mapping, 3D, Led Showcases with Display, Girauto, Interactive Video Games, Each interactive of the sports museum located in the SPORT XPERIENCE by Rafa Nadal was a challenge because Cubensis made custom solutions for each specific case: a hydraulic system synchronized with a 3D projection, sensors of all existing classes, NFC communication, etc. The best thing is to see what you can see and experience inside the sports museum.

CLIENT/

KOMODO

LOOKING FOR/

End Client

IBERCOVER STUDIO

ABOUT

Ibercover Studio creates digital immersive experiences through video mapping, virtual reality, augmented reality and AV installations. If you are interested on these technologies, contact us. We are ready to collaborate. We work with lighting and sound design, with images and technology. Art and science playing together to produce immersive and inspiring, truly unforgettable, experiences. We're out to create powerful, time-stopping, mind-bending experiences that audiences will take home, talk about and remember.

ACTIVITIES

Development, Producer, Software, Events

MAIN MARKETS

Saudi Arabia, United Arab Emirates, England, USA, Italy, Israel, Argentina

TECHNOLOGIES

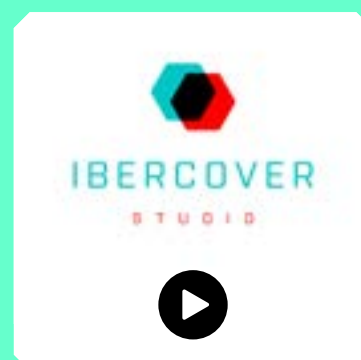
VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

CLIENTS

Samsung, Mercedes Benz, Moet Chandon, RTVE, McDonalds, Philips, Movistar, Vodafone, ING Direct, ONU, Museo del Ejército.



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ARCHAEOLOGICAL XR PARKS



Based on VR and AR we have created 360° immersive experiences, a unique method of dissemination that, as an innovative tool, facilitates access to information in a more interactive, didactic, educational, promotional and extremely fun way. In this way, all visitors to the Archaeological Parks of Castilla-La Mancha will be able to travel back in time and experience, virtually, what the Parks used to be like in the past. They will be able to walk through the streets, squares and monumental buildings of the ancient towns or cities, as well as approach the social, economic and cultural way of life of the period and analyze how it has evolved over time. In short, experience history from the interior

CLIENT/
Fundación Impulsa CLM, Junta de Comunidades de Castilla La Mancha

LOOKING FOR/
End Client

AUGMENTED REALITY EXPERIENCE



An Augmented Reality totem presents us with a virtual recreation of a historical character: Cristóbal de Mondragón, Colonel of the Flanders Tercios, who welcomes us to the Army Museum and invites us to discover the works housed therein. This character brought from the past in the form of a 3D virtual recreation thanks to a new augmented reality device, will pose with us to take a photo that we can take with us as a souvenir of the visit on our mobile and share with our friends, family and social networks.

CLIENT/
Army Museum

LOOKING FOR/
End Client

IMASCONO ART

ABOUT

Imascono is a Spanish studio of creative technologies, a reference in Extended Reality and in the creation of worlds within the business Metaverse. Inspired by science fiction, they seek to create a new world where creativity is the engine of evolution. All thanks to the Applied Imagination that allows them to connect cutting-edge technology with human emotions. The company works as a strategic partner with companies around the world whose business and vision require technological evolution. Driving their digital metamorphosis and connecting them with the new consumers: Millennials and Generation Z. References such as Disney, Adobe, Iberdrola, Samsung or Telefónica have trusted Imascono to develop more than 300 projects in nearly 150 countries. Immersive experiences based on the following objective: technology must be at the service of human beings.

ACTIVITIES

Development, Design and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

MAIN MARKETS

Europe / USA / Asia & Oriente Medio (Corea del Sur, Emiratos Árabes, Tailandia, China)

CLIENTS

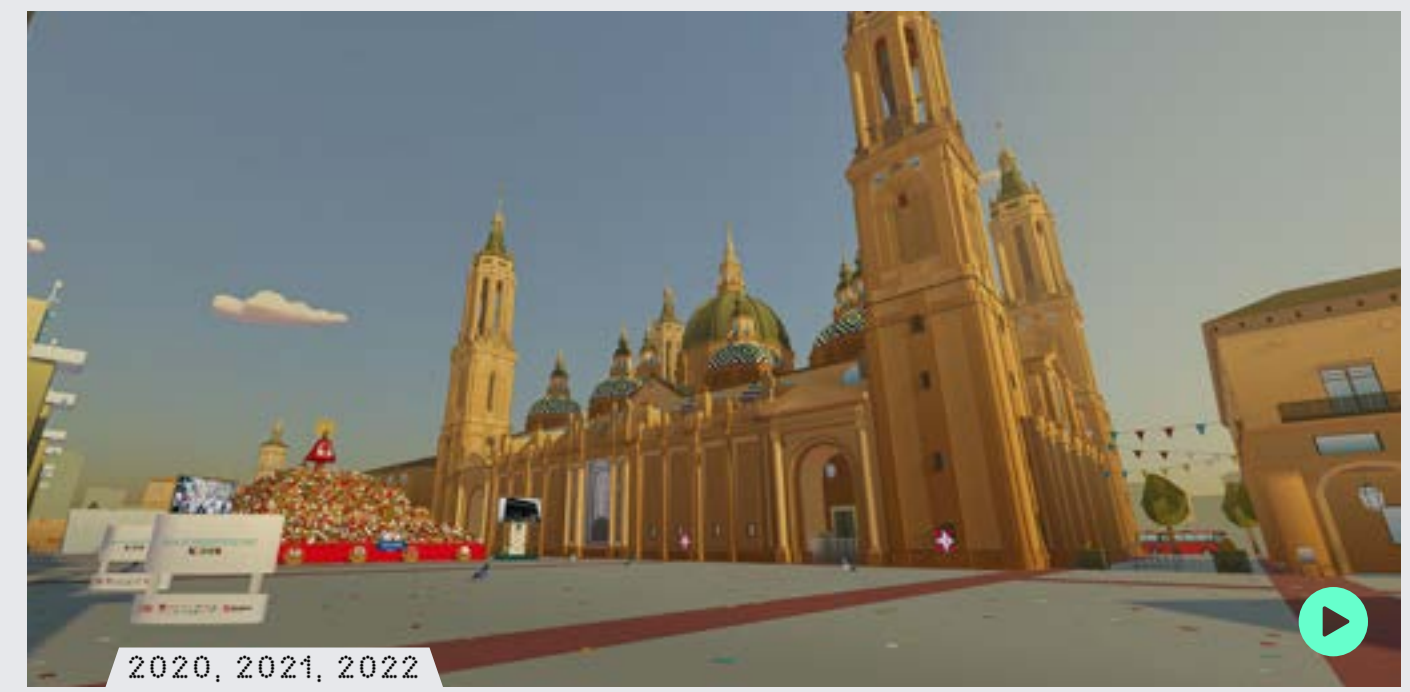
Coca-Cola, Disney, Telefónica, Iberdrola, Marvel, Star Wars, Bayer, Rakuten, Siemens, Bosch, Samsung, Adobe, Adidas, Loewe, Huawei, Fosters Hollywood, El Corte Inglés, Ibercaja, Mediaset España, Chocolates Lacasa, Carrefour, Government of Aragon and Zaragoza City Council.

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OFRENDA DE FLORES VIRTUAL



In the wake of the 2020 health crisis, Zaragoza City Council opted for Imascono's new immersive technologies (NFTs, avatars, multi-device system) to transport the most traditional event of the local festivities, the Offering of Flowers, to the virtual world. In its three editions, the 3D recreation of the Plaza del Pilar has become the most important tourist and cultural campaign of the city with 32 million people reached, nearly 300,000 users and more than 170,000 virtual offerings.

CLIENT/
Zaragoza City Council

LOOKING FOR/
End Client

AWARDS/CERTIFICATES

Smart Cities Project Imagine Express 2017 Award, Best National Tourism App 2017 Award granted by FITUR
 ZAC Internationalisation Award 2015 awarded by Zaragoza City Council, Young Project Award 2014 granted by the Aragonese Youth Institute, IDEA XXI 2014 Award from the Fundación Emprender en Aragón through CEEI Aragón.
 Award for the Best Mobile Application 2014 granted by Telefónica #AragonenlaRed, Helixa Innovation Awards 2022
 Most Innovative sociocultural initiative for Ofrenda de Flores Virtual, ASTER Digital Innovation 2022 Award granted by ESIC Business School.

INGENIERIA INTERACTIVA DEL OCIO EXVI

ABOUT

The core of our activity is the development of interactive technological solutions for the revitalization of tourism, culture and education. To do this, we rely on gamification techniques and applications and developments for smartphones and tablets in which we use innovative technologies such as augmented reality, virtual reality, mixed reality, 360° immersive techniques, indoor and outdoor geo-positioning, etc. Likewise, we carry out museum projects and physical integrations in environments to provide differential elements of a technological base. We also offer technological solutions for artificial intelligence, big data and smart city.

The creation of our company arises from a clear commitment to the knowledge and creativity industry, so that the products we offer always combine elements of a technological nature (through mobility and interactivity technologies) with others of a cultural and creative nature. (with content design for entertainment and for enhancing the historical and cultural heritage of tourist destinations and products).

ACTIVITIES

Development, Design
and content production

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality



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AMAZING SPAIN 360°



Video channel on YouTube in 360° format to get to know the most interesting tourist places as if you were there. The video allows you to move within the image with the mouse, or view it with virtual reality glasses, directly from the mobile phone, for an even more immersive sensation. The contents are available in different languages.

CLIENT/

Our end customers are the consumers of YouTube channel content, but we develop content for both public and private entities.

LOOKING FOR/

Partners for development

ISOSTOPY

ABOUT

Isostopy conceptualizes, designs, and produces immersive experiences for brands and companies. Using virtual, augmented and mixed reality technologies and web 3d solutions, they can create ad hoc applications for all kinds of sectors, with an emphasis on good design and tangible business results. Throughout the last few years, they have worked with companies such as Telefónica, Inditex, Banco Santander, and Coca-Cola. In 2019, they were highlighted as the most creative company in Spain after winning the Creative Business Cup. Their projects include experiences in the industry and construction, but also the marketing and cultural sectors.

ACTIVITIES

Development, Design and content production, Consultancy

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR

MAIN MARKETS

USA, United Arab Emirates

CLIENTS

Telefónica, Banco Santander, Airbus, Coca Cola, Philips, Inditex, Sacyr, Lidl, Merck, Janssen, ING, Oppo, Gfk and more.

isostopy



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PROJECT LEGADO...XR HERITAGE



After two years of rigorous investigation, Project Legado introduces the most historically accurate reconstruction of the oldest European city in the Pacific, Agaña (Guam). With this augmented reality app the user can visit it during the last years of the 19th century. The app includes a fully detailed reconstruction of the city with more than 800 buildings, a guided visit of its landmarks, a 1:1 reconstruction of the Governor's Palace complete with furniture and decorations, and much more. Info: <https://projectlegado.com/>

CLIENT/

Guam University and public institutions.

LOOKING FOR/

End Client



AWARDS/CERTIFICATES

Creative Business Cup Spain 2019 - Winner Creative Business Cup Global 2019 - Semifinalist

PREXENZ

ABOUT

Software development for virtual and augmented reality.

ACTIVITIES

Development, Design and content production, Software, Consultancy, Education (ONLY XR study programmes -Business Schools and Universities)

MAIN MARKETS

Portugal, USA, Dubai

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality

CLIENTS

Development of virtual reality software for training companies, industry, tourism or real estate.

TEMPLO DE DIANA VR EXPERIENCE



This historical recreation of the Temple of Diana with location in Mérida consists of an interactive and immersive visualization of the famous Roman monument. The user can enter through the virtual reality equipment to see what the temple was like in its period of maximum splendor, physically move through the environment and interact with the objects of the time. You can also listen to an audio guide that provides information about the temple and its elements.

CLIENT/

Ayuntamiento de Mérida



AWARDS/CERTIFICATES

Creative Business Cup Spain 2019 - Winner Creative Business Cup Global 2019 - Semifinalist



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TOURIST INNOVACION 360

ABOUT

Our solution lookish travel guide 1st virtual reality travel guide in the world. Experts in technological and audiovisual development applied to the tourism sector, as well as the installation of information totems and digital signage. Platform of integral intelligent management of the destination 360 vr photography 360 vr videos with drone shots 2d photos promotional videos professional audio guides in any language professional video guides in any language sign language videos professional translations in any language intelligent signage qr codes and beacons web and app development and design our latest novelty is the 360 vr interactive videos in which we are also pioneers in its use for the tourism sector. Currently we have available tourist information of more than 30 destinations of different sizes from small inland as well as larger ones, equivalent to more than 600 tourist resources of the Valencian community in virtual reality.

ACTIVITIES

Development, Design and content production, Hardware, Software

TECHNOLOGIES

VR – Virtual Reality

MAIN MARKETS

Columbia

CLIENTS

Public administration and companies in the tourism sector.



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LOOKISH TRAVEL GUIDE



LOOKISH SPAIN is the first virtual reality tourist guide application in the world, using 360 technology, including interactive map. All the official tourist information of the destination in a single app. Create your own routes, leave your comments, add your favorite tourist sites to favorites, share through any social network... Our goal is to improve the tourist and resident's experience. It helps you in all the phases of the trip: Before, During and After. **DISCOVER, LIVE AND REMEMBER YOUR FAVORITE DESTINATION**

CLIENT/

40 public institutions

LOOKING FOR/

End Client



AWARDS/CERTIFICATES

Winners in 2022 of the challenge proposed by Pangea The Travel Store consisting of finding a startup among hundreds that were presented and finding a solution to digitize the value chain of travel agencies within the Tourism District program organized by Distrito Digital Comunidad Valenciana with the collaboration of Barrabés and Globaldit to carry out a pilot project in destinations in the Valencian Community. - At FITUR 2022 we were finalists in the AMT DESTINATIONS ADWARDS 2022 awards as the best solution in the category "Interaction with Tourists and Citizens". These awards were granted by a jury made up of representatives of the Association of Sun and Beach Tourist Municipalities (AMT) and a group of professional experts from the national tourism and hotel sectors, members of FITUR, SEGITTUR, Invat-tur, Thinktur and ITH.

XOIA EXTENDING REALITY

ABOUT

XOIA Extending Reality is the reference company in the northwest of Spain in the development of Augmented, Virtual and Mixed Reality solutions, with a consolidated team of more than 15 people. We work in Industry 4.0, with experience in sectors such as Naval, Food or Automotive, carrying out projects to optimize processes, digitize knowledge or improve the training of technicians. We develop sales campaigns and tools for marketing and retail, which allow, among other things, to display products in the customer's own facilities. We create interactive, immersive and informative experiences, in archaeological sites, monumental cities, exhibitions and museums for the world of Culture, Tourism and Education, in which to see and experience what our history has been like.

ACTIVITIES

Development, Software, Consultancy, Events, Education (ONLY XR study programmes -Business Schools and Universities), Others

TECHNOLOGIES

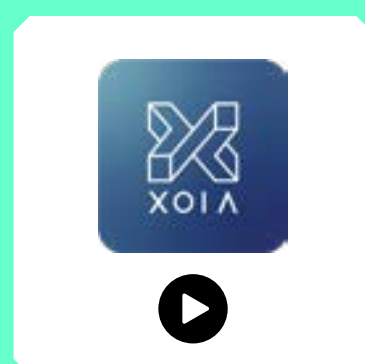
VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality

CLIENTS

Industry 4.0, Culture and heritage, marketing and retail: Hermasa, Detegasa, Congalsa, Acciona, Probotec, Anfaco, Ayuntamiento de A Coruña, Ayuntamiento de Pontevedra.



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VR MUSEUM: TAKE YOUR MUSEUM TO THE METAVERSE



VR Museum, a collaborative VR journey with which to discover any museum space or art center, only through VR glasses. This innovative tool transforms the classic visit into a virtual tour. Thus, museums can create an immersive, guided and multi-user tour of their facilities, in which, guided by an art expert guide, users go through the different virtual rooms while learning the history of the selected works.

CLIENT/
 Museo de bellas artes de A Coruña

LOOKING FOR/
 End Client

AQUIS QUERQUENNIS



Aquis Querquennis AR reconstructs the archaeological site through augmented reality, as if it were a trip to the past. Life-size, interactive and immersive, this experience makes us protagonists by living history, rebuilding the Roman camp and allowing the user to move around the site, interact with elements of the environment and chat with the protagonists, as if it were just another Roman legionnaire

CLIENT/
 Xunta de Galicia

LOOKING FOR/
 Distributor



AWARDS/CERTIFICATES

Young Entrepreneur Award 2018 (Premio Emprende AJE 2018)

CROWTEC

ABOUT

We are a boutique, Madrid-based company that was launched by computer engineers. We develop unique solutions that bring together the real and virtual worlds. Using cutting-edge technology and agile approaches, we enjoy working with creative ideas and turning them into technological innovations.

ACTIVITIES

Development, Design and content production, Software, Consultancy

MAIN MARKETS

USA

TECHNOLOGIES

VR – Virtual Reality, AR – Augmented Reality, MR – Mixed Reality, Web XR, AI – Artificial Intelligence, Blockchain, Robotics

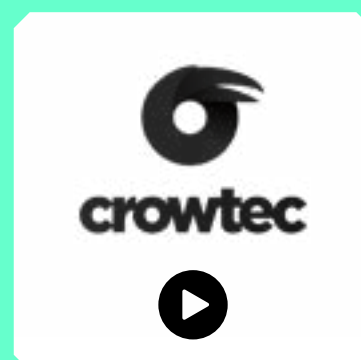
CLIENTS

Ikea, Netflix, Jose Cuervo, Ford, RTVE, Universidad Complutense de Madrid, Ayuntamiento de Madrid, RSS.com, Wakkap.



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DEFENSE



Application of Extended Reality and Gaming technologies to enable agents of law enforcement and civil protection agencies to carry out training and rehabilitation processes required for the performance of their functions and rejoining the body, as well as to execute tests, tactical challenges, and prevention strategies in complex situations using a simulated, safe, and reliable environment.

LOOKING FOR/
Funding



AWARDS/CERTIFICATES

Top 100 Startups Santander X Global Award, Pitch Competition Finalist Startup Olé, Impulsa Vision Acceleration Programme RTVE, IBM Award at Global Urban Datafest, First Award Startup Programme Enterprise, Challenge PwC Special Award, Rafael del Pino Foundation Award, Redemprendia Award V Edition University Entrepreneur Awards UCM, Best Final Year Project by Sopra

GTA INNOVACION EMERSIVE

ABOUT

“Emersive is a new startup born from the GTA Innovation business group, founded in 2002, dedicated to the design of innovative solutions aimed at creating experiences for events. In 2020, we decided to put the learning and knowledge gained with GTA at the service of the industry. Thus, Emersive was born. Emersive is a company specialized in the development of applications in virtual, mixed, augmented reality and artificial intelligence. We design and create solutions for our clients and develop immersive learning processes and impactful experiences aimed at companies seeking to assimilate into industry 4.0. Therefore, with technology as a base and the challenges faced as a drive, we continue to investigate to create innovative solutions for our clients. Behind Emersive there is a multidisciplinary team, always eager to learn new things to adapt to the technological trends of each moment and, thus, offer the best response to our clients’ questions. We are emersive. Welcome.”

ACTIVITIES

Development, Design and content production, Software, Events

TECHNOLOGIES

VR – Virtual Reality,
AR – Augmented Reality,
MR – Mixed Reality,
AI – Artificial Intelligence,
Others (Videomapping, Holograms, Photogrammetry, IoT...)

MAIN MARKETS

Portugal, France



Grupo Tiempo Activa



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CYBEMERSIVE



CYBEMERSIVE is the vaccine against cyber viruses, an immersive Virtual Reality tool aimed at raising awareness and training people in the field of cybersecurity.

CLIENT/
Emersive

LOOKING FOR/
End client

ASSOCIATIONS

INMERSIVA XR

INMERSIVA XR is the Extended Reality Association of Spain. It's a non-profit association that brings together more than 160 members, and more than 100 of them are companies and professionals dedicated to Extended Reality. Our Association provides an ecosystem for Spanish-speaking professionals, companies, and people interested in XR, where they can create synergies, exchange knowledge and connect with each other. They create research, promotion and education activities to give visibility to Extended Reality technologies and to all the professionals that compose the Spanish XR industry, giving value to their talent and the quality of their projects.

INMERSIVA XR seeks institutional recognition as a strategic sector, a generator of employment, an engine of new business models and an international exponent of our culture and competitiveness. They are creating alliances with other institutions that are already building a new reality at a local, European and global level, and we are establishing international collaboration links. In the long term, they seek to become the Spanish-speaking XR community of reference worldwide.

Lorena González and Vicky Vasán
conecta@inmersivaxr.com

XR FROM

SPAIN

