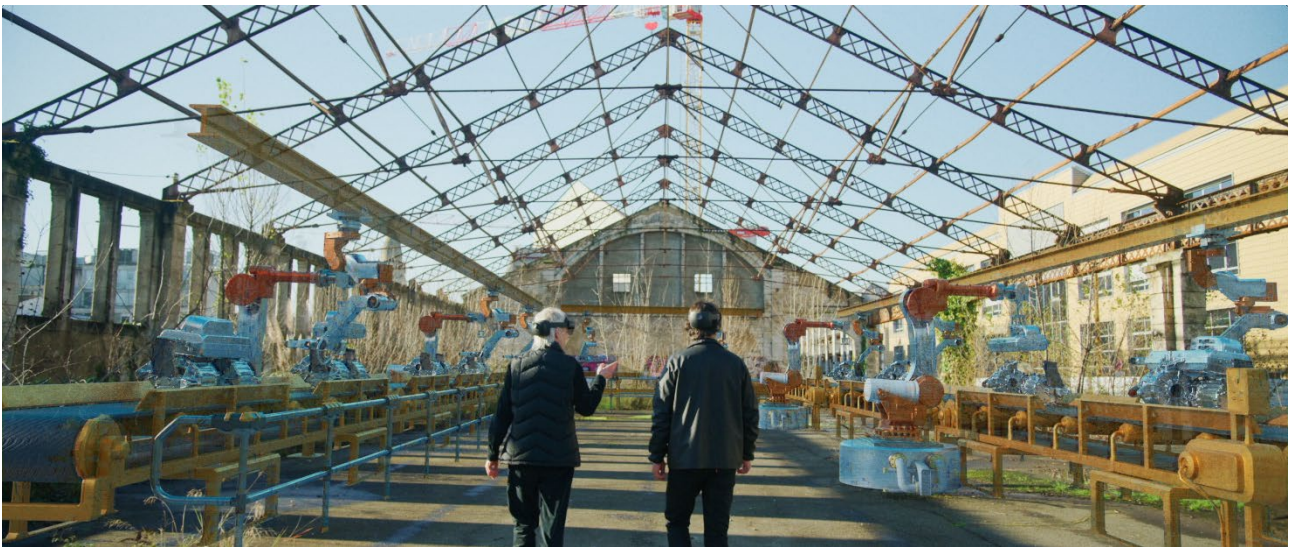


1.1.1 IMMERSION (IMM) www.immersion.fr

1.1.2 Short Profile

Creating 3D experiences since 1994, IMMERSION is the European expert in virtual reality, augmented reality and collaborative solutions for the industry and research. As a pioneer, IMMERSION has built its know-how around customized virtual reality solutions and is now developing its own innovative products through the «3i by immersion» solutions and the collaborative platform Shariing. The company's solutions are at the crossroads of immersive 3D, collaborative technologies, and decision-making tools. Co-founded and managed by Christophe Chartier, IMMERSION proved its abilities by answering the needs of major French companies listed on the most important Paris stock exchange, the CAC 40. In 2016, the company evolved through a strategy aiming to reach a new market, that of SMEs and Middle-sized companies, to support them through their digital transformation. With its 45 employees, IMMERSION designs and manufactures all its products in France and more specifically in the region of Nouvelle-Aquitaine. The company has more than 500 installations worldwide, 20 patents and a turnover of 7 million in 2024.



Its teamwork has developed a unique technical expertise and a user-centred design approach recognized by the most important industrial: Airbus, Alstom, Naval Group, PSA, Renault, L'Oréal, Louis Vuitton...



Based on these years of experience in the field and an active RTD department, IMMERSION invents, prototypes and produces innovation for long time clients. Thus, the company has been identified and selected by Microsoft as HoloLens Partner to deploy Mixed-Reality in industry. IMMERSION RTD department is a team of 15 persons, most of them being doctors, engineers, or sector experts, featuring multi-disciplinary capabilities such as software and hardware development, or human factors and interaction design. It takes advantage of two other departments giving an exhaustive overview of its markets in terms of technologies and requirements:

- Integration of VR, AR and MR solutions: <https://www.immersion.fr/en/>
- Distribution of the best products on the market: <https://cornershop.immersion.fr/>

The RTD department is now one of the major activities of IMMERSION, since the many abilities exhibited by this department are providing the company with the capability to develop advanced hardware devices and to bring research ideas into new products. The close collaboration between IMMERSION and industrial users ensures such research and development work is on par with the real-world users' constraints. Its knowledge

of the virtual reality domain, its unique pluri-disciplinary skills and proven research capabilities make the company a partner of choice as soon as new devices for 3D interaction, 3D visualization or extensive collaboration are to be created.

The RTD department has been involved or is still involved in multiple EC funded projects: WAVE, INSCAPE, CRIMSON, OPENINTERFACE, VCITY, TASS, INDIGO, ESPONDER, MAGELLAN, VASCO, EVOLVED5G, TRANSMIXR, TACTILITY, MOSAICO, DIAMOND...

These projects gave rise to products such as:

- WAVE, a welding simulator sold worldwide: WAVE IST project
- The CAT, an innovative device for the 6DOF navigation inside virtual cities: CRIMSON PASR project.
- The Cyclope, a real-time optical tracker: INSCAPE IST project.
- The iliGHT 3D Table, the first multi-user immersive multitouch table: V-City FP7 project.
- Meetiiim, a collaborative table: INDIGO FP7
- Shariiing, a collaborative eco-system: ESPONDER FP7

These projects were also the opportunity for the company to create its intellectual property by the deposit of patents with a high potential commercial value: FR2998389, WO2014079902, WO2014079902, US 9,778,779, FR3026884, WO2016050948, FR3026874, WO2016050960, WO2016050960, FR3026878, WO2016050949, WO2016050949, FR3035249, WO2016166424.

These results are also presented in the most prestigious journals and conferences with internationally acknowledged experts (including SIGGRAPH, Eurographics, IEEE VR, and others).

These elements testify the world-class expertise of IMMERSION in the following fields 3D computer graphics, Virtual, Augmented and Mixed realities, Human Computer Interaction.

European Leadership in Virtual Worlds and XR Innovation

IMMERSION is a key player in the European ecosystem of immersive and collaborative technologies. The company has established itself as a trusted and strategic partner for projects focused on virtual worlds, extended reality (XR), and digital twin technologies.

IMMERSION contributed directly to the drafting of the Strategic Research and Innovation Agenda (SRIA) on Virtual Worlds for the European Commission, helping shape the vision and roadmap for Europe's future investments in XR, immersive collaboration, and spatial computing.

The company is a founding member of the Virtual Worlds association, a privileged stakeholder group that engages with the European Commission to steer upcoming investments in XR and digital twins. Immersion is also an active member of XR4Europe, the leading European network supporting innovation, standardisation, and collaboration in extended reality.

Through these high-level commitments, Immersion not only advances research and development but also plays a key role in structuring Europe's technological leadership and sovereignty in the field of immersive technologies.

1.1.3 Short CV of Key Personnel

Dr Julien Castet leads IMMERSION Research since 2012. His main areas of expertise include Interaction, Virtual Reality, Augmented Reality, Mixed Reality, Computer Music. He is an active expert to the French National Research Agency (ANR) or the French Bank for the Investments (BPI). Dr Castet has been a penholder for the Strategic Research and Innovation Agenda (SRIA) on Virtual Worlds for the European Commission. He also has been nominated among the first members of the Board of Directors of the Virtual Worlds Association. Prior to his current position, he has conducted research on 3D interaction and haptic at Grenoble Institute of Technology. He received his Ph.D. in computer science (Engineering of Cognition, Interaction, Learning and Creation specialisation) from the Grenoble Alpes University, France. He is or has been the author and the scientific partners of several European funded projects since 2005 and the author of more than 30 papers published in international journals and conference proceedings in his field of research.

Dr Charles Bailly (male) recently joined Immersion as a Human-Computer Interaction (HCI) researcher. He obtained his Ph.D. in from the Grenoble Alpes University, France in collaboration with an industrial partner called Aesculap. This CIFRE thesis was focused on conceiving new interaction techniques to support the work of surgeons during a knee operation. His main research interests include Mixed Reality (especially Augmented Reality), new interaction techniques and collaboration between several users. He published 3 papers in international conferences (AVI, Interact...).

Juliette Vauchez (female) is a Human Factor Engineer working for IMMERSION Research. Her main areas of expertise include Human Factor, UX Design, User-Centred approach. She was recently graduated from the ENSC (Ecole Nationale Supérieure de Cognitique) from Bordeaux, France. She is also involved in a sportive community, being member of the national French team of Wushu Kungfu (Chinese martial arts) since 2013, wushu coach for children and adults, and executive member of the French Wushu Kung fu Association.

1.1.4 List of Publications

- **MarkAR: Exploring the Benefits of Combining Microgestures and Mid-Air Marks to Trigger Commands in Augmented Reality.** Bailly, C., Pometti, L., Castet, J. (2025). In: Reyes-Lecuona, A., et al. Virtual Reality and Mixed Reality. EuroXR 2024. Lecture Notes in Computer Science, vol 15445. Springer, Cham. https://doi.org/10.1007/978-3-031-78593-1_11
- **UXR-kit: An Ideation Kit and Method for Collaborative and User-Centered Design about Extended Reality systems.** Juliette Vauchez, Charles Bailly, and Julien Castet. 2024. In Proceedings of the 30th ACM Symposium on Virtual Reality Software and Technology (VRST '24). Association for Computing Machinery, New York, NY, USA, Article 71, 1–2. <https://doi.org/10.1145/3641825.3689684>
- **AHO-Guide: Automatically Guiding the Head Orientation of a Local User in Augmented Reality to Realign the Field of View with Remote Users.** Pometti, L., Bailly, C., Castet, J. (2023). In: Abdelnour Nocera, J., Kristín Lárusdóttir, M., Petrie, H., Piccinno, A., Winckler, M. (eds) Human-Computer Interaction – INTERACT 2023. INTERACT 2023. Lecture Notes in Computer Science, vol 14142. Springer, Cham. https://doi.org/10.1007/978-3-031-42280-5_1
- **UXR-kit : Une Méthode d'Idéation pour la Co-Conception Centrée Utilisateurs destinée aux solutions de Réalité Étendue.** Juliette Vauchez, Charles Bailly, and Julien Castet. 2023. In IHM '23 : 34e conférence Francophone sur l'Interaction Humain-Machine, April 03–07, 2023, Troyes, France. ACM, New York, NY, USA, 10 pages.
- **WIM-Drone: Combining a World-In-Miniature and Micro-Gestures for Teleoperation in Augmented Reality.** Charles Bailly and Julien Castet. In IHM '23: Proceedings of the 34th Conference on l'Interaction Humain-Machine (IHM '23), April 03–06, 2023, TROYES, France. ACM, New York, NY, USA, 11 pages. <https://doi.org/10.1145/3583961.3583972>
- **Distant Assist Cursor (DAC): Designing an Augmented Reality System to Facilitate Remote Collaboration for Novice Users.** Kervégant C., Castet J., Vauchez J., and Bailly C. In Interactive Surfaces and Spaces (ISS '21 Companion), November 14–17, 2021, Lodz, Poland. ACM, New York, NY, USA, 4 pages. <https://doi.org/10.1145/3447932.3490520>
- **3D Multitouch: when tactile tables meet immersive visualization technologies.** de la Rivière J.B., Kervégant C., Orvain E., Dittlo N., Courtois M. Emerging Technologies, Siggraph 2010 Talk, July 2010.
- **Immersive Multitouch Workspace.** Bossavit B., de la Rivière J.B., Da Luz T., Courtois M., Kervégant C., Hachet M. Siggraph 2011 Emerging Technologies, August 2011.
- **Simpler Interfaces for Better 3D Simulation,** de la Rivière J.B., Castet J., in Proceedings of EuroVR 2014, December 8-10. Bremen, Germany.
- **Exploring the Physical Design Space for Situation Awareness and Performance in the Interactive Cockpit.** Letondal C., Castet J. Castet, Vinot J-L, de la Rivière J.B., Pauchet S. TEI 2014, 8th International Conference on Tangible, Embedded and Embodied Interaction, Feb 2014, Munich, Germany.
- **Authoring and Living Next-Generation Location-Based Experiences,** O. Balet, B. Koleva, J. Grubert, K. M. Yi, M. Gunia, A. Katsis, J. Castet, in the proceedings of the IEEE VR 2015, 23-27 March 2015, Arles.

- **A TUI Platform for your Desktop**, Raymond F., Semelle L., Courtois M., Kervegant C., Graeff D., Castet J., and de la Rivière J.B. In Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces (ITS '15). ACM, New York, NY, USA, 385-387.
- **Continuous Mental Effort Evaluation During 3D Object Manipulation Tasks Based on Brain and Physiological Signals**. Wobrock D., Frey J., Graeff D., de la Rivière JB., Castet J., Lotte F. Human-Computer Interaction – INTERACT 2015. Lecture Notes in Computer Science, vol 9296. Springer.
- **Framework for Electroencephalography-based Evaluation of User Experience**, Frey J., Daniel M., Castet J., Hachet M., Lotte F.. ACM. CHI '16 – SIGCHI Conference on Human Factors in Computing System, May 2016, San Jose, United States
- **Assessing the Security of Buildings: A Virtual Studio Solution**, Alexandre Ahmad, Olivier Balet, Arjen Boin, Julien Castet, Maureen Donnelley, Fabio Ganovelli, et al. (2016), ISCRAM 2016 Conference Proceedings – 13th International Conference on Information Systems for Crisis Response and Management. Rio de Janeiro, Brasil
- **3D Multitouch and Connected Displays for the Future Interactive and Collaborative Display Systems**, Jb de la Rivière, Julien Castet, invited paper, Display Week, Los Angeles Convention Center, CA, May 2016.
- **Touch hologram in mid-air**, Cédric Kervegant, Félix Raymond, Delphine Graeff, and Julien Castet. In ACM SIGGRAPH 2017 Emerging Technologies (SIGGRAPH '17). ACM, New York, NY, USA, Article 23, 2 pages.

1.1.5 List of Relevant Projects

- **DIAMOND – XR and Training – 2025/2029**
The main goal of DIAMOND is to guide individuals from vulnerable socio-economic backgrounds on their pathway to employment, by tailoring learning programmes to individual needs and bolstering employability. The objectives are enabled by a vibrant research and innovation environment – the Grassroot Living Lab. State-of-the-art social innovation experiments, iterative research and stakeholder-integrated co-creation will validate the DIAMOND solutions. DIAMOND directly targets the main impact goals associated with the call.
The EGROW Index will help individuals to assess their employability growth and to empower them to self-manage their skill development on MOVEE. The increased engagement due to tailored learning programmes will facilitate increased labour market participation. The economic analyses and models provide an improved understanding of macroeconomic effects.
DIAMOND contributes to inclusive growth, reduced vulnerabilities and strengthened economic resilience due to its person-centred and data/technology-driven grassroots approach.
Website project: <https://diamond-empower.eu/>
- **MOSAICO – XR and IA – 2022/2025**
MOSAICO will propose a theoretical and technical framework for implementing this approach and scaling it up to very large groups of collaborative agents, i.e. communities of AI agents. The solutions developed will be grouped together in an integrated platform that will manage the communication, orchestration, governance, quality assessment, benchmarking and reuse of AI agents. MOSAICO will integrate with existing development environments to present results to software engineers, and allow expert users to intervene in the decisions made by the AI.
Website project: <https://www.immersion.fr/mosaico/>
- **HEAT – XR and Media – 2024/2027**
Hybrid Extended reAliTy (HEAT) is born to pave the way for the next-generation distributed experiences by addressing major challenges to make those experiences that up to now could only be in our imagination: being realistically immersed (holo-ported) within real captured omnidirectional and navigable hyper-realistic 3D spaces, feeling their atmosphere, and sharing these experiences with others, regardless of their location. The aim of this proposal is to integrate immersive media technologies such as point cloud/holographic imaging, multi-sensorial media, Social VR in a multi-user, feedback-enabled communication system to provide the construction of compelling context-aware and embodied

experiences for innovative hybrid XR applications, where remote users can experience a real captured environment through immersive VR, while in presence users can visualise and interact with the holograms of remote users integrated in the real environment through holographic rendering.

Website project: <https://heat-xr.eu/>

- **SAFE66 – 6G and XR – 2024/2027**

The SAFE-6G moves beyond the current function-centric core network towards a user-centric evolution of the 6G system over the recently researched edge cloud continuum. Therefore, 6G in order to become the human-centric system of systems requires significant architectural redesign based on the use-centric (i.e. per-user perspective), given that the network intrinsically handles the state of each UE or user.

A user-centric design is specifically capable of providing a complete instance of the 6G system for each user, offering personal data management, policy control, session control, and mobility management per-user. Network services will be recentered on users thanks to the user-centric paradigm, which reimagines how they are delivered per-user. The architecture should allow users to have and self-manage their own networks while avoiding the "one-size-fits-all" philosophy in order to provide personalized services. End users will therefore have the option of selecting network resources for the construction of their own VPNs. The "my network" vision will need to be realized before the user-centric approach, which should transcend beyond network services, can be implemented. Each user will have a separate network that consolidates all necessary tasks for service delivery thanks to the user-centric architecture. According to this design approach, the UCN is in charge of managing mobility, policies, sessions, and personal data. The much lower exchanged signals and resulting decreased latency are one of UCN's selling advantages.

Website project: <https://safe-6g.eu/>

- **TRANSMIXR – XR and Media – 2022/2025**

TransMIXR is a European project under the Horizon Europe Framework Programme. The consortium is composed of various organisations from twelve European countries. The project consists of 8 representatives from the CCS and 12 industrial and academic partners. They bring together the interdisciplinary skills and domain expertise needed to create a range of human-centred tools for remote content production and consumption via social XR.

TRANSMIXR aims to create deeper cross-border collaboration between media organisations and the inclusion of European citizens as co-creators of content.

Website project: <https://transmixr.eu/>

Results: <https://www.youtube.com/watch?v=rY5ew8n2ywU>

- **PI5G – Immersive platform and 5G – 2021/2024**

PI5G is a project funded by the France Relance plan as part of the Resilience call for projects for a period of 3 years, which aims to accelerate the development of products/services combining immersive technologies and 5G for the industry 4.0

Immersion has contributed to this thanks to its expertise in remote collaboration, in particular thanks to its Shariing solution.

Website project: <https://www.linkedin.com/company/pi5g/>

Results: <https://youtu.be/jsFJrhly5JU>

- **Evolved5G – XR and 5G – 2019/2022**

EVOLVED-5G is a EU H2020 ICT-41-2020 funded research 5G-PPP project realised by 21 partners. It aims at testing, validating and certifying, in a vendor-agnostic experimentation 5G platform, Industry 4.0 NetApps. EVOLVED-5G proposal is built on top of two 5G-PPP ICT-17 experimentation infrastructures in Athens and Malaga, which have been developed in the framework of 5GENESIS project.

Within the project, IMMERSION deals with Mixed Reality assisted manufacturing. Its objective is to deploy its software bricks on 5G infrastructures. This contribution will enable suppliers to be informed of the requirements for such applications and will allow IMMERSION to have product available in advance on the market..

Website project: <https://evolved-5g.eu/>

- **Tactility – XR technologies – 2019/2022**

TACTILITY is a European Horizon 2020 project that incorporates rich and meaningful tactile information into novel interaction systems with virtual environments, increasing the quality of immersive virtual reality and of tele-manipulation. It aims to design and prototype tactile feedback gloves for extended reality (XR) experiences and to evaluate the market launch of these new innovations.

Within the project, IMMERSION deals with User's requirements in order in order to keep the project relevant to market needs, and thus trying to build a consistent business model. IMMERSION has also to design a use case and prototype this one with the Tactility gloves.

Website project: <https://tactility-h2020.eu/>

Results: <https://youtu.be/oreVQL06H0g>

- **IRON-MEN – AR and Factory of the futur– 2019/2021**

In a world that has become unpredictable, the industry faces daily complexity on an unprecedented scale. This situation is transcribed in the factories by exploding training needs to increase the versatility of the teams. IRON-MEN solution uses augmented reality (AR) in a unique way to meet this adaptability imperative. Passing on knowledge and learning has never been so effective in the field.

IRON-MEN project aims to put the augmented operator at the heart of tomorrow's factory through the design of a mobile AR business tool. The role of Immersion, as a specialist in Augmented Reality experiences on this project, is to develop the interactive software interface used by the operators. The adaptability of the IRON-MEN project in an industrial environment will then be tested in the elm production sites.

Results: <https://youtu.be/D3Y3WVROG-w>

- **ULISS - the cockpit of the future – 2016/2020**

ULISS is a research project funded by the DGAC (French Civil Aviation Authority) aiming to design, prototype and certify an innovative cockpit for business aircraft. The purpose is to design a new visualization, interaction and collaboration environment enabling the crew to carry out operational work under optimal conditions while considering the spatial constraints of new cockpits. This international program involves the Japanese YOKOGAWA (screen technologies) that provides technical elements disrupting the existing one.

In this context, IMMERSION works on the topics of visualization and interaction with digital data required for flying. To this end, the research team must submit innovative solutions allowing to set up the digital environments in a flexible way to Thalès. IMMERSION's mission is to develop software and hardware elements in order to build various displays and touch interactive solutions.

- **Followknee - Mixed Reality as a tool for knee surgery – 2018/2023**

FollowKnee is one of the ten University-Hospital Research projects selected at the end of 2017 by the French government, as part of the "Investissements d'Avenir" (Investments for the future) program. The purpose of this e-health project is to develop a connected knee prosthesis designed to improve the follow-up of patients. FollowKnee was conceived to revolutionize knee related treatment and the overall care of the patient, ahead of the operation all the way to its post-operative follow-up. As a project partner, IMMERSION's role is to study, design and produce the Mixed Reality experience that will help surgeons in the operating room to optimize the implementation of this innovative prosthesis.

- **Vasco – Share security concepts – 2014/2017**

Vasco is a research project funded by the European Commission aimed to design a collaborative tool allowing professionals to share security concepts for the protection of government buildings.

In the context, IMMERSION working on the issues of visualization and manipulation digital data. For this, the research team must provide a mobile touchscreen adapted for horizontal and vertical use. Brick software is also associated with this device to ensure multi-expert collaboration with a set of heterogeneous data. Finally, IMMERSION's mission is to design and produce tangible objects to help measure on geographic information systems used to design security concepts.

Website project: <http://vasco.diginext.fr/>

Results: <https://www.youtube.com/watch?v=nPwMhWeRizU&t=7s>

- **SystemSol – Industries 4.0 – 2015/2017**

SystemSol is a research project financed by the Aquitaine Region. It aims at designing and implementing a factory concept of the future. This concept must address design problems and supply management in a coherent way. The project is structured around Sunna Design needs. Sunna Design is a young innovative company who designs and markets LED solar street lighting solutions, specifically adapted to binding climate environments.

In this context, IMMERSION is working on issues of the 3D model use within the production chain. The ultimate aim of this project is to provide an operational tool for Sunna Design factories. The options explored are constrained by a medium term objective regarding robustness and reliability.

Results: <https://www.youtube.com/watch?v=Nllyb5Jj7tk&t=29s>

- **AP2 – Collaboration in the building trade - 2016/2018**

The project AP2 focuses on the design, development and evaluation of interaction techniques for collaborative work with the Building Information Modeling (BIM). Within the project, IMMERSION deals with these processes by mixing IMMERSION and collaboration. The initial technical challenge is to provide a software solution ensuring a consistency of a shared environment between several users in real time.

Website project: <http://ap2.immersion.fr/>

Results: <https://www.youtube.com/watch?v=Palpd9Fa7ns>

- **Magellan – Authoring process for creative industries – 2013/2017**

Magellan is an European research project which aims to develop a platform to create geolocated games. IMMERSION has to design and set up a combination of hardware and software which enables to non-experts to create a geolocated game.

MAGELLAN's overall vision is to enhance the creativity of game designers by establishing a web platform for cost-effectively authoring, publishing, executing, and experiencing location based games. This unique integrated web-based infrastructure will be targeted at both skilled professional authors, but also at everyday authors without deep technical skills.

Website project: <http://www.magellanproject.eu/>

Results: https://www.youtube.com/watch?v=d_njhBwGhA8

- **Esponder – Real-time data-centric technologies supporting first responders - 2010/2015**

The E-SPONDER platform is a suite of real-time data-centric technologies and applications, which will provide actionable information and communication support to first responders that act during abnormal events (crises) occurring in critical infrastructures. This information will enable improved control and management, resulting in real time synchronization between forces on the ground (police, rescue, fire-fighters) and out-of-theatre command and control centres. The approach guiding the E-SPONDER project is based on the fusion of variable forms of field-derived data within a central system which will then provide information analysis and decision support applications at designated control centres locations in order to provide in situ support to first responders that operate in Critical Infrastructures

Website project: <http://www.e-sponder.eu/>

Results: <https://www.youtube.com/watch?v=pAe5jH9houQ&t=4s>

- **TASS – Total Airport Security System – 2012-2016**

Tass is an European research project aiming at developing a flight safety management tool. IMMERSION's role is to set up a combination of equipment and software helping the supervision operators have an ergonomic tool to reach all the information collected on the ground.

Website project: https://cordis.europa.eu/project/rcn/94264_en.html

Results: https://www.youtube.com/watch?v=d_njhBwGhA8

- **Indigo – Crisis management**

Indigo aims to provide a revolutionary solution that will enable inter-organisational preparation and support response to transboundary crises and disasters, in any environment. Indigo allows for inter-organizational exercising, information sharing and analysis. The proposed system proved an essential and integrated tool for training personnel, planning operations, and facilitating crisis management and co-operation across organisations and nations.

Website project: <http://indigo.diginext.fr>

- **V-City – The Virtual City, Integrated Project/FP6 IST, 2006-2008**

Financed by the EU within the FP7, the V-CITY project aims at restoring cities in 3D and allows interaction and navigation inward the layout. Partner with the consortium, IMMERSION's objective is to develop new interfaces allowing navigation within these environments. The first developers notably based their work on adapting multitouch tactile technologies to urban 3D environments applications.

Website project: <http://vcity.diginext.fr>

Results: <https://www.youtube.com/watch?v=dAdEpaxv3p4&t=136s>

1.1.6 List of Relevant Products or Commercial outputs

- **Shariing, a collaborative platform** (www.shariing.com) is resulting from the Indigo FP7 Project and has been recently extended in the Esponder and Vasco FP7 projects. Shariing is a set of software solutions designed to give a simple and intuitive dimension to the interactions between collaborators, partners and clients. Shariing brings interacting, coworking and presenting to a whole new level.
Shariing has been adopted by a large number of prestigious customers, such as Airbus, Alstom or EY.
- **CornerShop, our market place** (<https://cornershop.immersion.fr/>) selling different products imagined with research project : 3D device, Meetiim table.
- **HoloLens skills** (<https://www.youtube.com/watch?v=RVafWc9Jqa8>) early acquired with our participation in the HoloLens Agency program.

1.1.7 Infrastructure

IMMERSION owns a complete back office infrastructure for software development, hardware production and system integration hosted on the company's premises.

IMMERSION owns an innovative showroom mixing Virtual and Augmented reality demonstration in a collaborative workspace. This large space can host 30 people and is composed of

- Large projection system;
- CAVE immersive system with cluster computation system;
- VR, AR and MR headsets;
- Collaborative interactive table.

IMMERSION is also at the origin of <https://www.vr-bnb.com/en> : the worldwide platform allowing professionals with technology and expertise to rent them out to other professionals. A service for renting professional virtual reality, augmented reality and collaborative equipment as well as expertise through vr-bnb.

IMMERSION has exclusive distribution agreements with different hardware providers as the [Varjo](#), [Noitom](#), [ART](#), [Barco](#), [Nvidia](#). With such distribution activity, the company is often informed in advance of roadmaps and provide a consistent state of the art.

