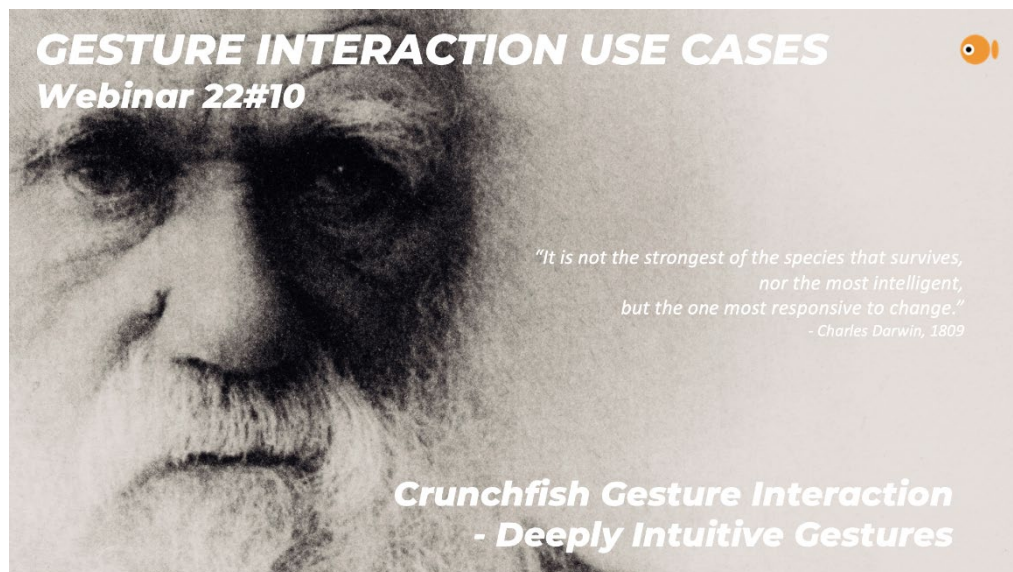


Crunchfish Gesture Interaction Use Cases – AR/VR, Automotive and Public Screens

Crunchfish's Gesture Interaction technology has evolved to a versatile Skeleton platform. The 10th Survival of the fittest webinar on March 11th, 2022, explored the use cases for the Crunchfish Skeleton platform for AR/VR, automotive and public screens. The webinar also gave insights into the new XR Skeleton Stereo solution that was announced earlier in the week.



Crunchfish Gesture Interaction has multiple areas of use, including AR/VR, automotive and public screens. The webinar on [Crunchfish Gesture Interaction use cases](#) was the 10th of the [Survival of the fittest webinar series](#). After a presentation by Crunchfish Gesture Interaction CEO Joakim Nydemark, Johan Wester moderated a Q&A session and an open forum with Crunchfish Gesture Interaction R&D Director Daniel Milesson and Crunchfish Group CEO Joachim Samuelsson as panelists.

Crunchfish recently launched the [XR Skeleton Stereo solution](#), that enables high precision tracking with two hands in all 3 dimensions due to the dual-camera input. The areas of use for XR Skeleton Stereo are, among others, in AR/VR, to interact with virtual objects as shown in this [concept video](#). It also provides new ways of tracking hands at a distance and controlling various screen functions and menus.

Register for the webinars and see all previous webinars at crunchfish.com/webinars/.

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About Crunchfish – crunchfish.com

Crunchfish is a deep tech company developing a Digital Cash platform for Banks, Payment Services and CBDC implementations and Gesture Interaction technology for AR/VR, automotive and digital interfaces. Crunchfish is listed on Nasdaq First North Growth Market since 2016, with headquarters in Malmö, Sweden and with representation in India.