

Crunchfish releases XR Skeleton Stereo 1.0

Crunchfish's commercial product release of XR Skeleton Stereo 1.0 is now ready for delivery to customers. As one of the first companies in the world, Crunchfish is very proud to deliver a product release of XR Skeleton Stereo – the company's latest hand tracking product with leading performance and accuracy.



Crunchfish is now ready to deliver a two-hand tracking solution based on dual camera configurations for use in AR/VR devices. The first two customers to receive the solution are [Lenovo](#) and [Ximmerse](#) who recently signed agreements for commercial use of XR Skeleton Stereo in their coming AR/VR devices. The feedback on the product has been very positive.

"It is a huge team effort that makes it possible for us to now deliver a product release of XR Skeleton Stereo. As one of very few companies in the world, Crunchfish has a software product that enables any AR/VR device with two-hand gesture interaction capabilities", says Joakim Nydemark, CEO of Crunchfish Gesture Interaction.

With tracking of 42 points simultaneously (21 points on each hand) and high precision measurement of the distance between camera sensors and each of the points on the hands, Crunchfish enables fantastic true to life interaction with virtual objects in three dimensions.

The areas of use for XR Skeleton Stereo includes interaction with virtual objects in AR/VR as well as new ways of tracking hands at a distance and controlling various screen functions and menus (see [video](#)). By identifying all the moving parts and contours of the hand and then linking these points (coordinates) together into a skeletal structure, interaction with objects as in the real world becomes possible.

Press release
2022-09-13



Compared to the earlier announcement in March this year about the [pre-release](#) of XR Skeleton Stereo, the product is now ready and commercial product deliveries has started with very positive feedback from customers.

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About Crunchfish – crunchfish.com/gestures

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 a subsidiary in India.