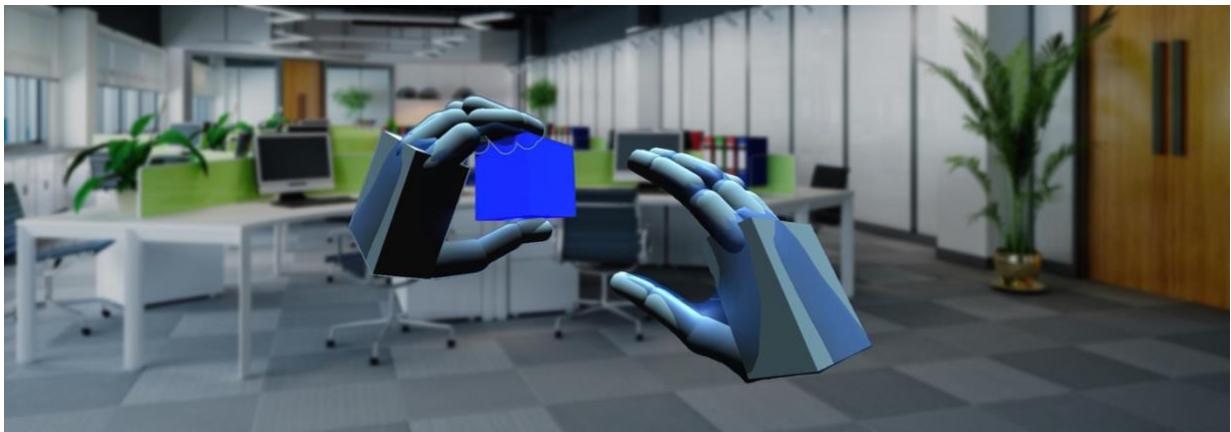


Crunchfish partner with SpectreXR for interaction with virtual objects

Crunchfish and SpectreXR have signed evaluation agreements for each other's software products to enable a joint offering to the AR/VR market. Crunchfish's XR Skeleton products integrated with OctoXR from SpectreXR makes it is possible to enable any AR/VR device with a powerful object interaction solution in a very short time.



Crunchfish's XR Skeleton has successfully been integrated into SpectreXR's OctoXR product to showcase gesture interaction with virtual objects. One of the most exciting things about using hands in AR/VR is enabling users to interact with the virtual world like in real life. The core of this is the ability to grab and manipulate objects, which require both a robust hand tracking technology as well as interaction components that enable all the dynamics and physics behind virtual objects. A joint solution by Crunchfish and SpectreXR will significantly reduce the time to develop interactive AR/VR software systems and apps.

Crunchfish XR Skeleton provides hand tracking capabilities to AR/VR devices by analysing the image stream from the camera sensor(s) and then tracking 21 points on each hand with high precision. These 42 coordinates are then used to enable interaction with virtual objects.

It is very complex to design and develop virtual objects in AR/VR. The objects appear in three dimensions and also need to look and feel as realistic as in real life, which requires advanced software and very specific skills.

SpectreXR are specialists in developing and creating new and innovative solutions across multiple platforms using XR technologies. The flagship product OctoXR, includes a library of interaction components that are modular, composable and scalable, that can be integrated into existing architectures or run standalone.

"One of our most important long-term goals has always been to bring OctoXR into AR technology and when Crunchfish introduced their XR Skeleton we knew that this integration is a big step towards that. Bringing hand interactions into AR is a significant milestone and we are happy that it will add extra value to our present and future users and projects", says Ivan Rajkovic, CEO at SpectreXR.

"I was very impressed by how fast XR Skeleton could be integrated into OctoXR and get to a working demo. The combination of Crunchfish's XR Skeleton and OctoXR enables a powerful solution that may shorten the time to market for many of our customers", says Joakim Nydemark, CEO at Crunchfish Gesture Interaction.

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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 and automotive industry. Crunchfish is listed on Nasdaq First North Growth Market since 2016, with headquarters in Malmö, Sweden and with subsidiary in India.

About SpectreXR – <https://spectrexr.io>

SpectreXR is a startup company that specializes in developing advanced virtual, augmented, and mixed-reality solutions. The main focus is on bringing realistic real-world hand interactions into AR/VR to maximize the effect of next-level immersive experiences.