



Media Advisory: StarVR to Showcase the Next-Generation of Premium Virtual Reality Experiences at SIGGRAPH 2018

SIGGRAPH 2018 – VANCOUVER, B.C., Aug. 13, 2018 – StarVR, the leader in premium virtual reality (VR) for the enterprise, together with its industry partners, will showcase some of the most immersive VR experiences seen to date at the SIGGRAPH 2018 show taking place at the Vancouver Convention Centre, Aug. 12-16.

Media and show attendees are invited to attend an action-packed show line-up:

To kick off the SIGGRAPH conference, StarVR will unveil its all-new next-generation VR headset specifically architected to support the most optimal life-like VR experiences to date to meet the needs and requirements of VR for the commercial sector. The worldwide launch event will take place at 10:30am PT Tuesday, Aug. 14 at the StarVR Booth #421. Opening remarks will be provided by StarVR Vice President Jerry Kao, with a keynote address to follow from StarVR CTO Emmanuel Marquez.

Additionally, throughout the conference exhibit hours, show attendees will have the opportunity to experience some of the most advanced and immersive VR applications optimized for the StarVR next-generation VR headset. Demos taking place within the StarVR booth include:

- ZeroLight, creator of the world's most advanced car configurator solutions, will showcase its newest and most exciting VR showrooming experience. This state-of-the-art VR experience allows automotive customers to configure and explore their vehicle on a 1:1 scale, at every stage of the buying journey. It also leverages the StarVR headsets' integrated eye-tracking capabilities to deliver real-time customer behavior analytics.
- Autodesk will provide a demonstration of its Autodesk VRED 3D product visualization and virtual prototyping software which supports automotive designers and engineers in creation of real-time product presentations, design reviews, and virtual prototypes. Show attendees will be able to try the application with actual Ford automotive designs.
- Several VR applications made with Unreal Engine will be demonstrated. Light & Shadows will showcase a configurator to design Airbus helicopters. Soluis Group will give attendees an up-close-and-personal look at an architectural visualization VR application. As well, the APE-X VR high-energy adventure game experience also will be featured.

Content made with Unity also will be showcased, including the digital 3D design application Gravity Sketch, Arizona Sunshine VR Arcade Edition -- one of the most popular VR titles in VR arcades worldwide, as well as a Tobii Tech eye tracking demo.

At SIGGRAPH, StarVR executives will be on hand to meet with industry influencers to discuss the company's technology roadmap for its game-changing virtual reality hardware and content development as well as forthcoming industry collaborations that will expand the use of virtual reality for both the location-based entertainment sector and the enterprise.

In addition, StarVR's new headset will also be showcased at several of its hardware and software partners' booths at the show. These include: Intel (Booth #1300), TechViz (Booth #1017), ANSYS-OPTIS (Booth #633), and WorldViz (Booth #1045).

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About StarVR

StarVR Corporation is dedicated to the innovation of professional virtual reality solutions, with a focus on high-end enterprise applications and location-based entertainment. Founded as a joint venture between Acer and Starbreeze, StarVR Corporation is listed on the emerging stock board of the Taipei Exchange (TPEX: 6681). The

company is headquartered in Taipei, with presence in Los Angeles, Paris and Stockholm. Learn more at www.starvr.com

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