

Virtual Dimension Center (VDC)

Virtual Reality, Augmented Reality, Mixed Reality, Metaverse

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Overview Virtual Dimension Center (VDC)

- Germany's largest B2B network for VR / AR / MR
- start 2002 with 13 founding members . Today 100+ members and 30+ partners
- non-profit
- core tasks:
 1. infomation gathering
 2. contact match making
 3. technology marketing
 4. technology transfer
 5. project development on regional / national / EU level
 6. V/AR hardware assessment
 7. education & training
- certified, best-in-class organization
 - staff: 8 employees
 - 5-8 projects running (regional, national, EU)
 - public relations:
 - 10.000+ calls of VDC website per month
 - 10.000+ impressions per month on social media
 - 4.000 newsletter recipients
 - 300+ news and events published per year
 - 70+ press articles with VDC per year
 - editorial contributions, interviews in



- (co-)organized events in 2022: 48
- recent VDC reports, studies, analyses:
 1. position paper on V/AR standardization
 2. position paper on VAR user interface design
 3. technology consequence analysis "future workplace"numerous lab reports on V/AR hardware & software assessments including VR headset image quality, tracking systems, AR marker tracking, ergonomics

Whitepapers:

1. *V/AR in the creative industries*
2. *guideline "Collaborative XR"*
3. *guideline "360° streaming & VR broadcasting"*
4. *VR/AR/MR in aerospace applications*
5. *virtual acceptance & certification*
6. *V/AR education needs*
7. *V/AR consulting needs*
8. *opportunities of StartUp cooperations in the V/AR sector*

VDC Members

Industry



IT



Research & education



Others



VIRTUAL DIMENSION CENTER



XR eco system: positioning ourselves in future topics

We find ourselves only at the sideline of a fight for global XR ecosystems.

problem:

- Europe will probably not create a huge, global platform provider
- platform providers aim at vendor lock-in

questions:

- what options for action do we have?
- what can be our future role to create added value and employment?

desktop



mobile hand holds



smart glasses



VR headsets



game consoles

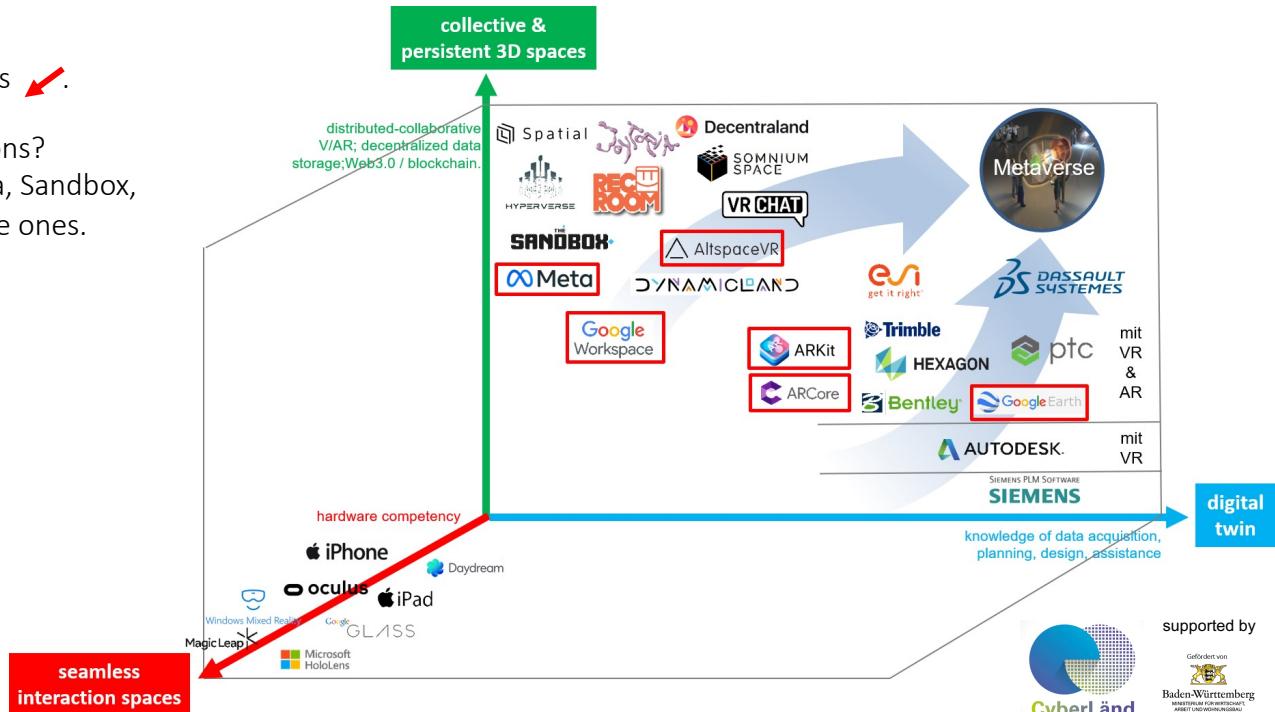


Positioning ourselves in future topics: metaverse

Assuming the metaverse to be a combination of
1. collective & persistent 3D spaces ↑ ,
2. digital twin methods → , and
3. seamless, ubiquitous XR interaction spaces ↘ .

Who can deliver industrial metaverse solutions?
The „usual US metaverse suspects“ like Meta, Sandbox,
Decentralenand, etc. will probably not be the ones.

The 3 axes of the metaverse:



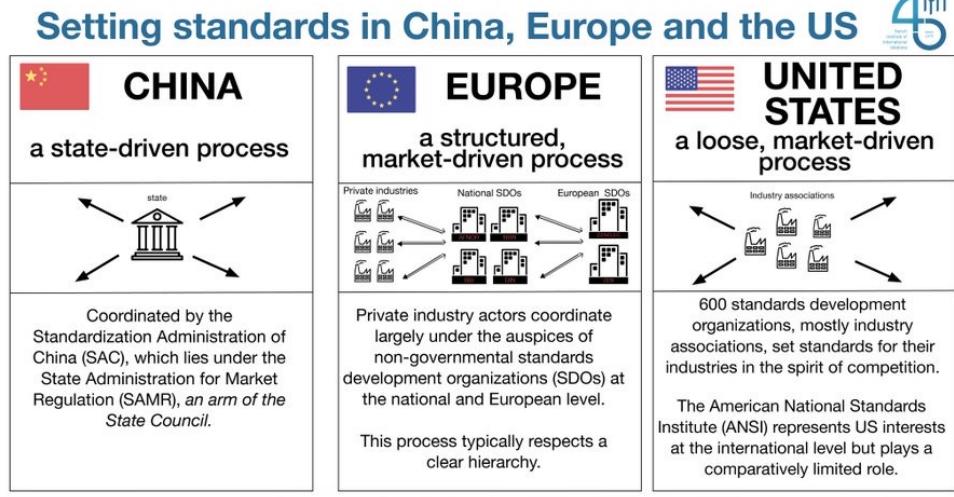
Just one example for strong Europe: Tracking, Tracing, Positioning, Localisation

Tracking, Positioning:

- more than 1.000 tech suppliers
- 20+ technologies
- From photogrammetry with smartphone camera to satellite positioning
- convergence (sensor fusion) will deliver seamless positioning indoor and outdoor.



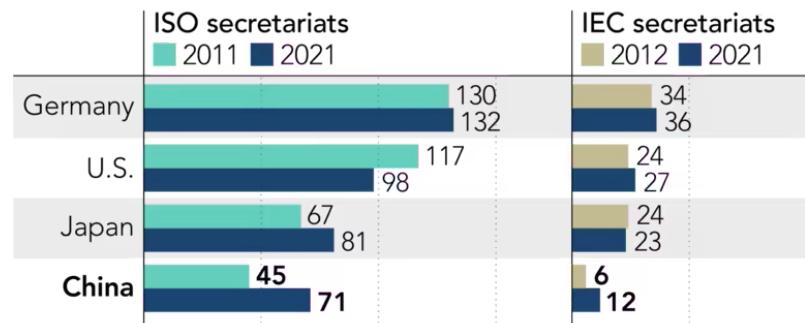
Germany & Europe are still excellent on norming and standardization:
top international influencing position to ensure interoperability



Source: John Seaman, "China and the New Geopolitics of Technical Standardization", Notes de l'Ifri, Ifri, January 2020

China's growing clout in standardization organizations

(Number of secretariat positions by country)



ISO stands for International Organization for Standardization, IEC for International Electrotechnical Commission; includes twinned ISO secretariats
 Source: ISO, IEC, U.S. National Institute of Standards and Technology

Thank you for your attention.

