

**ASX RELEASE**

## HTC VIVE CONFIRMS HIGH VR/AR CATEGORY INTEREST

Real-time software company Vection Technologies Ltd (**ASX:VR1**) (**Vection Technologies** or the **Company**) is pleased to provide a copy of the press release published by **HTC VIVE** on **VIVE X**, the Virtual Reality (**VR**) focused global accelerator of global leader in smart mobile devices and technology **HTC Corporation** (Taiwan Stock Exchange TPE: 2498).

**HTC VIVE** is a strategic institutional shareholder in Vection Technologies. HTC VIVE's investments are focussed in the virtual, augmented and mixed reality (**XR**) space.

HTC VIVE's press release affirms high interest in Augmented Reality (**AR**) and VR despite global economic conditions, with 17 HTC Vive X companies securing additional funding in the past year.

Commenting on Vection Technologies, HTC VIVE said:

*"Aided by the global reach and expertise of HTC, Vection Technologies represents one of the global leaders in the XR enterprise space and the only enterprise XR company listed on the ASX."*

[A copy of the press release published by HTC VIVE is appended to this announcement.](#)

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ENDS



3D



VIRTUAL  
REALITY



AUGMENTED  
REALITY



INDUSTRIAL  
IoT



CAD

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**About Vection Technologies:**

Vection Technologies Ltd (ASX:VR1) is a multinational software company that focuses on real-time technologies for industrial companies' digital transformation.

Through a combination of our 3D, Virtual Reality, Augmented Reality, Industrial IoT and CAD solutions, Vection Technologies helps companies and organisations to innovate, collaborate and create value.

For more information please visit the Company's websites:

[vection.com.au](http://vection.com.au)

[mindeskvr.com](http://mindeskvr.com)

**About the Mindesk software:**

Vection Technologies' Mindesk, is a real-time 3D design platform that integrates with existing commercial CAD software to extend their operations to the third-dimension: virtual reality, augmented reality, real-time rendering, and multi-user collaboration. Mindesk introduces the possibility to design a CAD project from scratch in Virtual Reality: while the majority of VR CAD software commercially available require time consuming project exportation, Mindesk enables users to switch from VR to desktop seamlessly, while editing the project in real-time on either platform. Mindesk provides the bi-directional, real-time live link across multiple commercial CAD and design software, including McNeel Rhinoceros 6, Dassault Solidworks 2018 and 2019 and Epic Games Unreal Editor.

**About HTC VIVE:**

HTC VIVE is the premier VR platform and ecosystem that creates true-to-life VR experiences for businesses and consumers. The VIVE ecosystem is built around premium VR hardware, software, and content. The VIVE business encompasses best-in-class XR hardware; VIVEPORT platform and app store; VIVE Enterprise Solutions for business customers; VIVE X, a \$100M VR business accelerator; VIVE STUDIOS, an entertainment, gaming, and enterprise content studio; and VIVE ARTS for cultural initiatives.

For more information on HTC VIVE, please visit: [www.vive.com](http://www.vive.com)

*ASX release authorised by the Board of Directors of Vection Technologies Ltd.*



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## VIVE X REACHES INVESTMENT MILESTONE - DOUBLE RETURNS ON XR INVESTMENTS

*Category interest in AR/VR remains high despite global economic conditions with 17 Vive X companies securing additional funding*

*Vive X announces continued momentum with seven new investments*

**San Francisco, CA – June 25 2020** – VIVE X, HTC VIVE’s early stage investment program, continues to aggressively lead investments in the virtual and augmented reality (VR/AR) space, announcing today that it has nearly doubled the value of its investments over the last four years. Founded in 2016, VIVE X is the most active investor in the VR/AR market, with more than 100 deals across six locations globally. The program today announced seven new investments in the space as it looks to continue this trajectory. Exhibiting even more forward momentum, 17 companies from the Vive X portfolio have also received additional outside funding in the past year.

One focus area of VIVE X today is on enterprise software that can continue to not only improve processes, training and collaboration in the workplace, but also the overall XR experience. From increased employee engagement with the content to tangible ROI, VR is transforming the workplace. The enterprise segment of VR is forecasted to grow from \$829 million in 2018 to \$4.26 billion in 2023 (39% CAGR), according to ARtillery Intelligence.

“We work closely with our portfolio companies to help them operationally, and we see them not only weathering the economic storm but thriving,” said Marc Metis, Vice President, HTC Vive. “We will continue to invest aggressively, especially in the area of enterprise XR, where we are able to add considerable value as a leading player with deep market experience.”

### **Recent Vive X Highlights:**

Vive X portfolio companies are starting to see a wave of further funding from outside sources as the XR market continues to mature. In total, 17 Vive X companies have raised over \$60M in additional funding in the past year. The largest rounds of additional funding were raised by [Proprio](#) and Talespin in the healthcare and enterprise training segments.

Notably, [Mindesk](#), the real-time VR CAD collaboration platform, was recently acquired by Vection Technologies Ltd (ASX:VR1), an Australian Securities Exchange (ASX) listed multinational software company focusing on real-time technologies for industrial companies’ digital transformation.



Aided by the global reach and expertise of HTC, Vection Technologies represents one of the global leaders in the XR enterprise space and the only enterprise XR company listed on the ASX.

Vive X has invested in seven new companies since November. The early stage investment program has focused on enterprise XR software solutions, XR user experience, and unique technologies in VR, AR, AI, and 5G.

- [3Data](#) – 3Data is 3D platform for IT & Cybersecurity Operations. Through the power of WebXR, Artificial Intelligence, and IoT, 3Data fuses multiple real-time data streams and intelligently cross-correlates alerts, logs, and raw sensor data into a Virtual Operations Center allowing remote IT teams to more efficiently detect and respond to threats, reduce downtime and mitigate risk all in a single, collaborative 3D space.
- [BodySwaps](#) – BODYSWAPS is a complete soft skills training solution for corporate and education organizations that combines behavioral science, data and immersive VR simulations to create deep and lasting behavioral change.
- [Imaged Reality](#) – Imaged Reality developed 3DGAIA, the first Enterprise [VR platform](#) for the Oil Industry that helps to reduce risk and uncertainty by bringing the field to the office. It enables immersive learning and remote collaboration connecting expertise across the globe.
- [Maze Theory](#) - Creating narrative experiences centered on active participation, Maze Theory is the developer behind immersive VR experiences like *Doctor Who: The Edge of Time* and *Peaky Blinders, The King's Ransom*.
- [ORamaVR](#) – ORamaVR has built the world's most intelligent VR training simulations for healthcare education and assessment. By applying principles of neuroscience, spatial computing and machine learning, ORamaVR is focused on the rapid acceleration of human learning in medicine. An award-winning, evidence based, deep tech start-up, ORamaVR has developed a proprietary software development kit for high-speed, scalable prototyping.
- [Talespin](#) - Talespin is building the spatial computing platform to power talent development and skills alignment for the future of work. Founded in 2015, the company leverages its proprietary XR technology platform Runway to deliver XR-based learning and training applications, mixed reality field tools to support employee job performance, and to advance the collection and alignment of skills data.
- [VantagePoint](#) - Vantage Point was founded under the belief that while technology can cause apathy, immersive technology can drive empathy and fundamentally make the world more human. Today Vantage Point is actively developing the platform and the products to train people on EQ-driven Soft Skills that matter, with the ultimate goal of enabling humans to unlock their full potential. Vantage Point tackles enterprise training around important topics such as Diversity,



Equity and Inclusion, and Workplace Anti-Sexual Harassment training.

VIVE X's mission is to help cultivate, foster and grow the global VR/AR ecosystem by supporting startups and providing them with operational expertise and funding. The early stage investments program recently changed its operating model to more frequent investments over the course of the year, instead of a batch format. With a flexible structure not centered around rigidly scheduled batches, Vive X can be more agile and invest in the right deals when they are available.

For more information, please visit: <https://vivex.vive.com/us/>.

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#### **About HTC VIVE**

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