

soliton™ reach

touch the virtual world the way
you touch the real world...

...with your hands. It's natural!

VR and AR are incredible technologies but when used for the first time, they often disappoint. In large part this is due to the control interface - it's unnatural.

In the real world, **we use our arms and our hands to connect with life**; to play, to work, to move about freely. It's natural.

Wearing **Soliton Reach** allows the same **natural movement and control** in virtual worlds that you use in the real world.

Integrated **finger triggers** and **haptic feedback** enhance immersion as users naturally connect with your VR, AR or MR experience.

So much more than a glove!

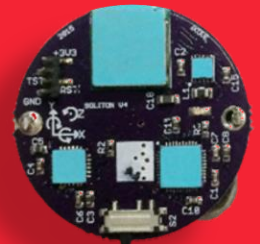
No Wires. No Cameras. No Drift. No Problem.

The SDK takes only **minutes to integrate** and user calibration is **simple**. The Soliton Reach Pack makes the perfect addition to any **VR or AR setup on mobile or PC platforms**.

Development Kits – Order Now!

- www.solitonreach.com/developers

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Soliton sensor – actual size!

Own the 3rd Dimension!

The SolitonReach sensor technologies are instantly ready for any PC or BLE enabled mobile device.

Technical Specs

Sensors

- No drift
- 9 axis IMUs
- Real-time motion data capture rate:
 - 100 samples/sec (PC)
 - 60 samples/sec (mobile)
- Excellent resolution, repeatability and precision
- Full 360° field of operation
- 7hr battery life (rechargeable)
- Data exposed through standard BLE services
- Proprietary algorithms

Glove

- 5 finger triggers
- Programmable haptic feedback

SDK

- Unity SDK for Android mobile and PC
- Includes capture/calibration station
- Charging station
- Compatible with leading HMDs including Google Cardboard, Oculus Rift and Gear VR
- Support planned for iOS, Daydream and more

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