

# XRWorkout expertise

## Social Multiplayer Fitness



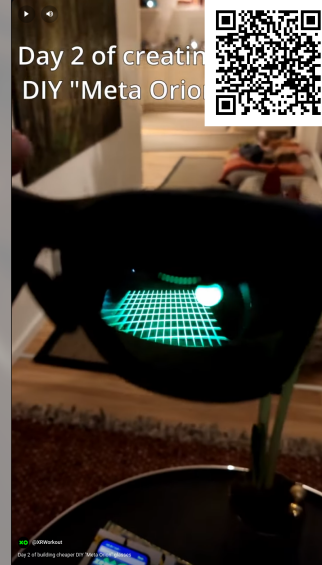
Workout with up to 15 people around the globe

Live joining and leaving

Asynchronous public challenges

User generated content with social voting

## Optical Mixed Reality



Create an AR platform for gyms

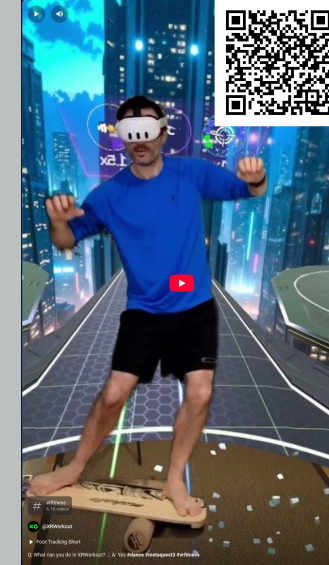
Target cost <\$1k

Using components already available in 2025

Features similar to Meta Orion and Snap Spectacles

Add 6DOF tracking to plain optical AR display glasses

## Camera Foot Tracking



Track body movements with a user facing phone

No app install required

Easy calibration

Combine body pose with Inside out Body Tracking from the headset

Low cost entry into full body exercises

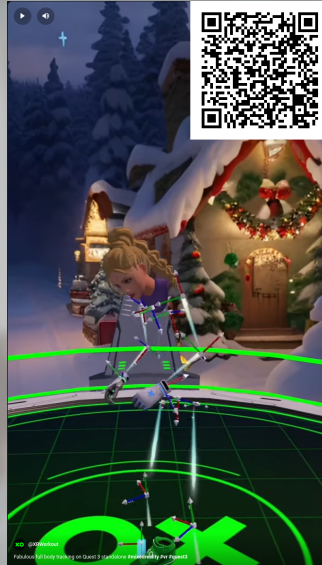
## Reverse Engineered Vive Tracking

Native Meta Quest support for HTC Vive Ultimate Trackers

Seamless upgrade from 2D camera based tracking to full 6DOF VUT based tracking

Suitable for advanced movement types

Close relationship with HTC's Global Head of Product at HTC Vive



Exercises ranging from on the floor to jumping

Foot position tracking expands the exercise range far beyond regular VR fitness apps

Flexible movement designer for integration of many new exercise groups

Roadmap: Automatic translation of video recordings into XRWorkout exercises

## Full Body Fitness



## Generative Environments

Easy prompt based generation of workout environments

Automatic integration into the workout setup

Custom built environment generator running on our own instances

Cost per generation approximately \$0.08

Environments with scene depth not just 360 panoramas

