

# Practical Perspectives on Virtual Reality Technology

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# WAKEONE

## Combining technology and creativity since 2000

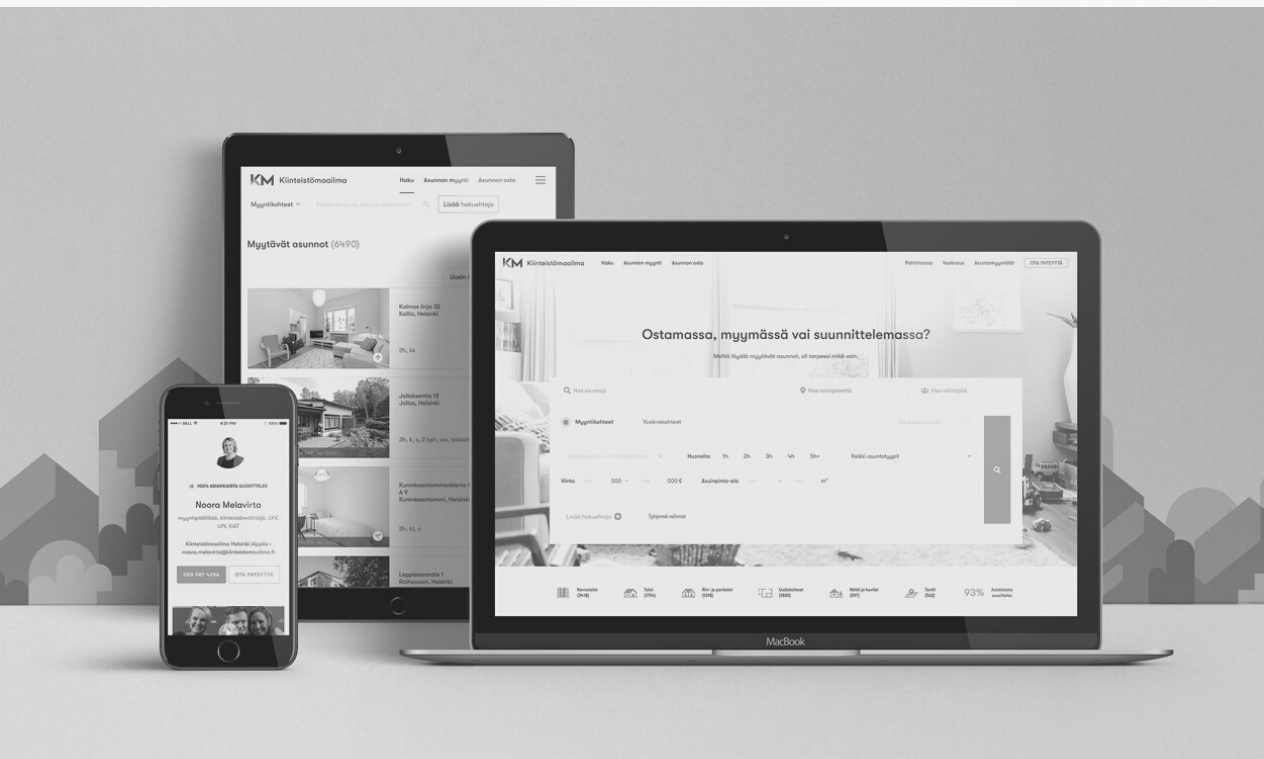
We build software solutions and 3D visualisations for age of the immersive internet.





# WAKEONE - A STRATEGIC PARTNER

FOR THE AGE OF IMMERSIVE INTERNET



## Cloud Software

Secure software solutions for demanding use cases provided from the public cloud.



## XR Solutions

Combining understanding in software and 3D – we are one of the leading providers of XR solutions.



## 3D Services

Stunning real-time 3D technology visualisations as a service.

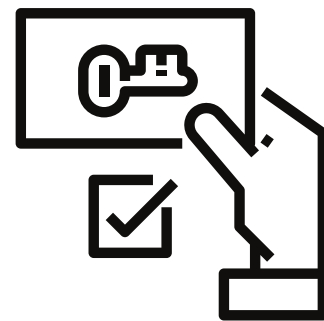
# Presentation Outline

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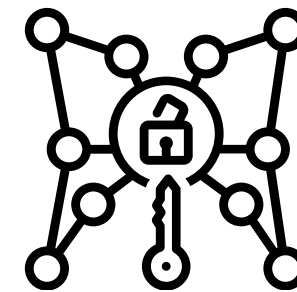
## 1 - Usability

Creating intuitive user experience in 3D requires rapid iteration cycles and a new mindset.



## 2 - Scalability

Technology choices determine how your application can scale.



## 3 - Ecosystems

There are things you should consider when choosing virtual reality technology for your use case.



## 4 - Call for Apps

VAM Realities project is organising a european-wide competition for companies and students.

# 1



## **Usability** makes or breaks your solution



Usability is a critical perspective when you are developing or adopting VR technology for your use case.

In most use cases, using a wired PC VR system requires a trainer with sufficient technical understanding. New standalone devices like Oculus Quest raise VR hardware usability to a new level.

Practical TIP #1:

If there are no use case driven performance requirements, choose standalone and design content for that platform.



# 2

**Scalability** is  
about many  
things  
working  
together

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Scalability is about not just about matching performance to use case. It is about price-point, availability, software and support.

True scalability is still a key issue hindering enterprise VR scaling efforts. IT policy preventing application installations, lacking content management pipelines, licensing models, usability issues, custom hardware requirements - all these need to be taken into account when designing for scale.

Practical TIP #2:

Try webXR technologies for scale.



# 3



**Ecosystems**  
may surprise  
you in a good  
or a bad way

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Facebook (Oculus), HTC, Microsoft - those are the three major VR hardware ecosystem drivers in the western hemisphere at the moment. Choosing one is tricky.

Facebook wants your data. HTC hardware has not surprised positively after Vive. Microsoft ecosystem is lacking a proper standalone VR solution. Your use case will have to drive the choice. Development tools enable working with multiple ecosystems but this comes with a cost.

Practical TIP #3:

Take into account other variables than just hardware specs.



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# VAM Realities Challenge 2021

Looking for XR solutions for the European manufacturing companies. Participate and win access to potential customers!

**Submit your application at  
[vam-realities.eu/challenge](https://vam-realities.eu/challenge)**

First phase submission period will start on the 7th of October.



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