

Wikitude

Company Overview

WIKITUDE AT A GLANCE



Wikitude is the leading independent augmented reality platform for phones, tablets, and smart glasses with over 1 billion app installs



AR technology
provider







It is Wikitude's mission to
unite the physical and digital worlds
by providing world-class tools
that anyone can use to create
ultimate augmented reality experiences.



wikitude 'Best Developer Tool'



Growing agency partner network





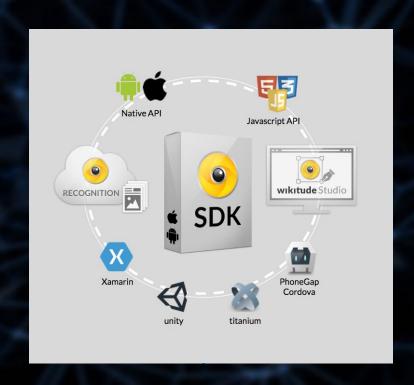
WIKITUDE SDK



Wikitude's all-in-one augmented reality SDK combines 3D Tracking technology (SLAM), Object Recognition, Image Recognition and Tracking, as well as Geo-location AR for apps.

The Wikitude SDK is cross-platforms, available for iOS, Android, and smart glasses. It supports a wide range of development frameworks such as, Unity, Phonegap, Titanium, Xamarin, as well as Native Android/iOS APIs and a JavaScript API.

Download the free SDK trial today.





















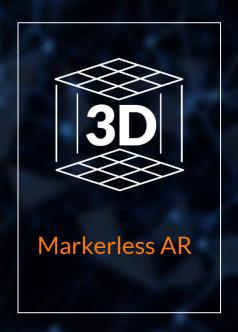


2D Recognition



See showcase







See showcase







Learn More



AUGMENTED REALITY USE CASES











AR technology platform – generic technology for multiple verticals, designed to distribute via partners and 'Value-Added Resellers'

MARKETING/ RETAIL



OFFICE/ PRINT



LOCALIZATION/ NAVIGATION



ARCHITECTURE/
CONSTRUCTION



AR/VR GAME/ ENTERTAINMENT

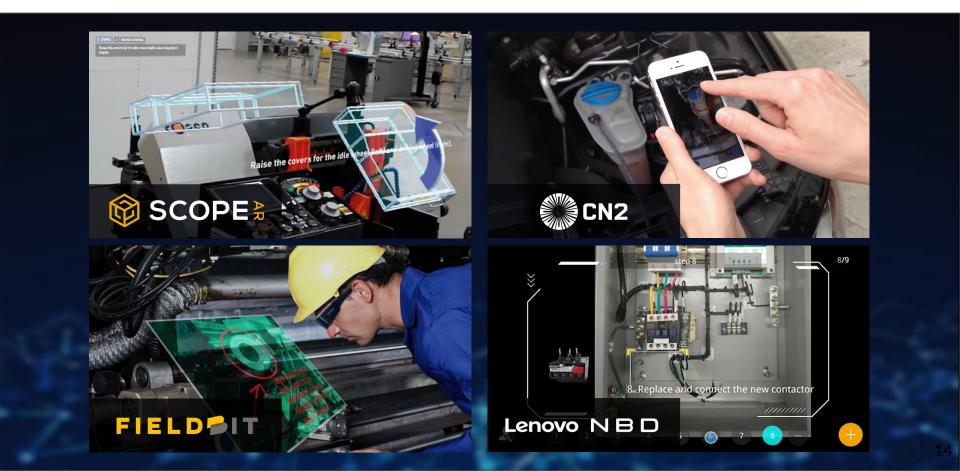


INDUSTRIAL/



TRAINING AND SUPPORT





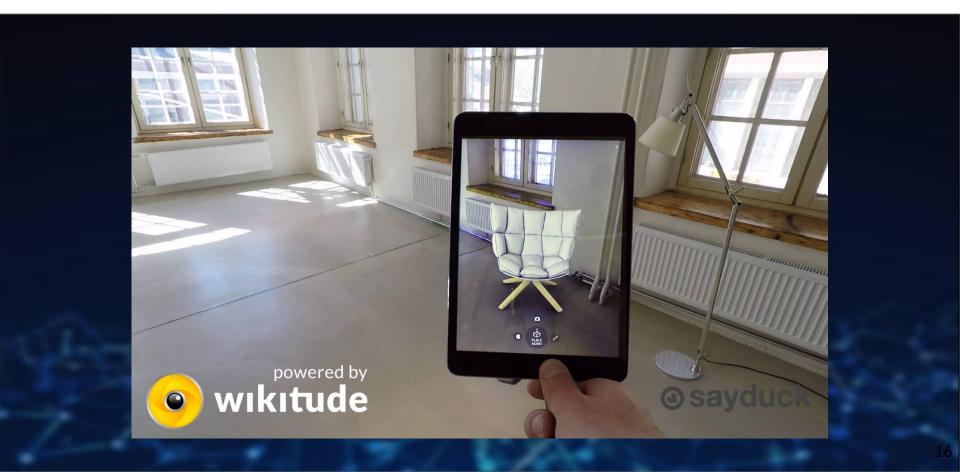
REMOTE SUPPORT





HOME SHOPPING



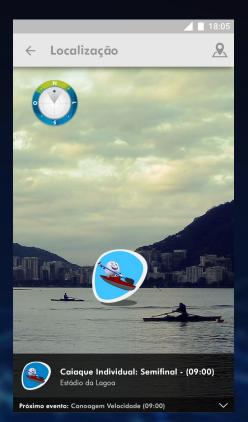


NAVIGATION & TRAVEL









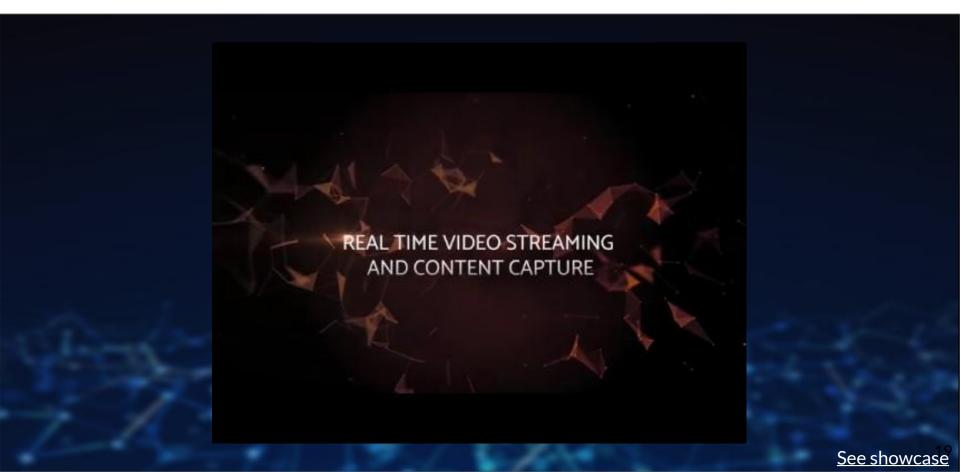
INTERACTIVE PRINT





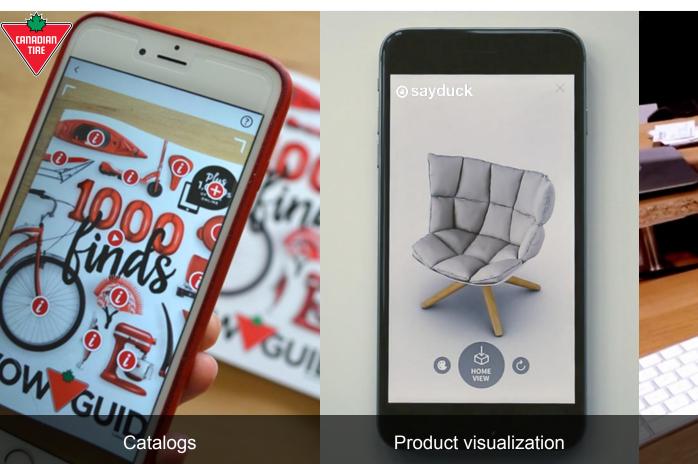
MARKETING & BRAND INTERACTION





PRODUCT INTERACTION







WIKITUDE IS TRUSTED BY



























































MARKET FACTS



\$2.3 Billion

Record investments in 2016 in augmented and virtual reality

Digi-Capital 2017

\$83
Billion

Mobile AR could become the primary driver of VR/AR market by 2021

Digi-Capital 2017

71%Shoppers

would shop at a retailer more often if they offered AR experiences

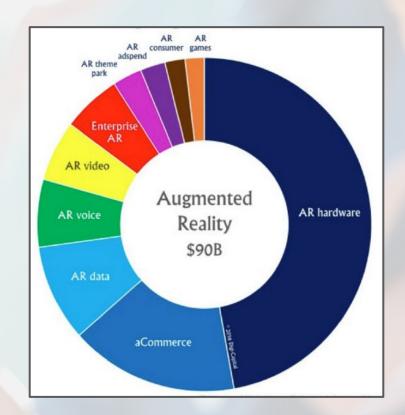
Retail Perceptions 2016

MARKET FACTS



2016 was a major year for AR, bringing large investments, new players, new tools, and great technology advancements and the technology reached the masses, thanks to Pokémon Go. In the first half of 2017 Apple has officially joined the rising AR scene, alongside Google and Facebook, which have also unveiled augmented reality tools of their own.

According to <u>Digi-Capital</u>, by 2020 more than half of the AR revenue share will be generated in AR hardware and aCommerce, followed by AR data, AR voice, AR video and Enterprise AR.





Thank you!

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