3D Vision Technologies Limited

Company Facts

Whoosh3D™ is a patent pending 3D viewing solution which enables a conventional 2D smart phone or tablet to display pop-out 3D photos and videos without the need for glasses. With its proprietary software and 3D-enabled screen, Whoosh3D delivers on the promise of glasses-free 3D.

About Us

Viewing 3DVR images and videos is becoming increasingly popular. We believe everyone should be able to capture, share and re-live moments in glasses-free 3D or virtual reality. However, creating your own 3D and VR3D content requires special hardware and is not easy. This is what we set out to change with WhooshVR™ and Whoosh3D™. We want you to be able to re-live and share experiences with family and friends, at a special occasion.

The **WhooshVR™** and **Whoosh3D™** app enables "user-generated" 3D and VR3D content, on a mobile phone, and from any source, without the use of additional cameras or off-device processing. Immersive 3D and VR3D photo capture is achieved with a "single photo shot". No more time-consuming, tedious, dizzying, or socially awkward photo capture methods.

3DVT™ is applying user generated virtual reality content in 3D on a mass consumer and social media platform.

Capture, Share, and Experience 3DVR!

How it started:

- Our core technology is in converting 2D images to 3D using conventional off-the-shelf equipment. We take an interest in new technology, ideas and gadgets, so, when 3DVT started to emerged we took a look at the Google I/O presentation and cardboard kit. We loved its simplicity and concept as an affordable mass market "mobile" VR product - but we felt it needs to do more.

- We decided to take it to the next level and develop our very own cardboard virtual reality kit with differentiation features and which could be defined by function and value. So, for starters, we slapped on two clicker controls. Yes, we went a little overboard with making our own DOUBLE-CLICKER CARDBOARD design with the original intention of making it more efficient and user-friendly.

- Then we thought, why stop there, why not create a mobile platform which will democratize VR as a "social content creation" medium and make it easy for people to create, convert, personalize, and share their own photos and memories with communities in a 3DVirtual Reality experience? So… we developed our very own 3D VR photo app that's designed to shift consumers from solely being "content consumers" to "content creators".

- The big problem to solve is that our phones capture images in 2D, yet, we see in 3D, and VR, by definition, is immersive. This means, a real VR experience has to be in 3D. So we did the only thing we could – we tackled the issue of enabling consumers to create VR content "in 3D" - AND - by using their mobile device.

   We hope you'll enjoy your 3D and VR3D experience with WhooshVR™ and Whoosh3D™.