



Deepoon VR SDK: Enabling developer's dream to reality

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Virtual Reality

- China's leading company in VR industry.
- Deepoon has been working on:
 - Wearable VR headset
 - Platform for VR content
 - VR Industry Ecosystem
- Deepoon E2: **68%** market share in China
- Deepoon V2: **half million** sold out in 2015
- Deepoon V3: breaking the record of VR products crowd-funding



V2-VR Box

Jan, 2015



E2 -PC VR

Jul, 2015



V3-VR Box

Jan, 2016



M2(High-end Mobile VR)

Apr, 2016



**China Top 1
VR Contents platform**



3D BoBo

>2 Million users

>60K active users/day



Deepoon VR SDK v1.0

- Unity3D support
- Asynchronous Time Warping
- Lens correction
- Gyro calibration



DeePoon VR SDK Roadmap

- Released
- Development
- Adv. Planning
- Concept

PC VR SDK

Platform SDK 1.0
- Nvidia graphic card optimizations

PC Game SDK 1.0
- Unity 5.0 support
- ATW support
- Lens correction
- Gyro calibration

PC Game SDK 2.0

Platform SDK 2.0

Platform SDK 3.0

PC Game SDK 3.0

Mobile VR SDK

Mobile Game SDK 1.0
- Unity3D support
- ATW support
- Lens correction + Gyro calibration

Mobile Game SDK 2.0
- Unity5.0 support

Mobile Game SDK 3.0

Mobile Game SDK 4.0

Mobile Game SDK 5.0

Q4 2015

Q1 2016

Q2 2016

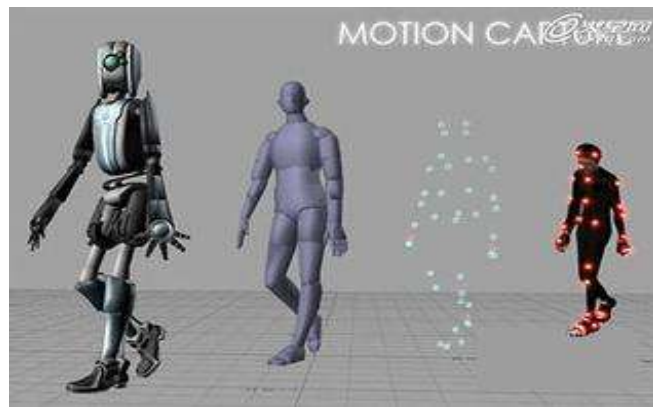
Q3 2016

Q4 2016

Popular Engine Supported



External Device Supported



Keeping up with the latest technology

ARM®





Game developer

After you apply to be a Deepoon VR developer, the games will be recommended to 3D-BoBo, Deepoon Assistant and partner platforms. You can obtain our latest version of SDK in priority. We hope to create VR future with you.

Join Now

SDK Download

- In The New Version Of The PC , SDK Support Asynchronous Timewarp,In The Nvidia Platform, Which Can Support Direct Mode.
- The Unity Plugin Support Unity4.6 And Unity5.X (We Have In The 4.6.5, 5.0.0, 5.1.1 Version Of The Test, It Support The New Version Of SDK.)

Games SDK | Documents

Platform SDK | Documents

Thanks!