

TELEPORT VR SUMMARY

OVERVIEW

What if virtual reality worked like the Web? Imagine a world where VR lived not on apps downloaded and installed on your device, but in the Cloud itself, a fully connected, unbounded Metaverse built on open protocols, where new content and experiences are at your fingertips, unrestricted by the weight and power of your hardware.

Simul has developed Teleport VR, a protocol for the Metaverse. Teleport delivers fully-featured virtual reality, live from the Cloud. Teleport's hybrid streaming model delivers ultra-low latency applications securely.

PRODUCT

The Teleport VR client is a thin-client VR Browser available for standard headset devices. It connects using the open Teleport Protocol with any compatible server. The Teleport server SDK is available for integration with self-hosted servers or with Teleport's Cloud Hosting Service.

Teleport's Hybrid Streaming sends three types of data: geometric, material, and video. On the client device, these are composited in real time, providing ultra-low latency feedback to user motion and input. This is the Inner Loop. On the server, control inputs are received and processed, and events outside of the user's immediate vicinity are processed. This is the Outer Loop. Together, the two loops power any type of immersive application.

MISSION

Simul's mission is to create the technology that powers the Metaverse. We are committed to the vision that open standards and collaboration will bring the benefits of spatial computing to the whole world.

TEAM

Dr Roderick Kennedy, CEO, invented the Teleport protocol. Roderick has a doctorate from Oxford University in Plasma Physics, and his science-based approach has been the foundation of Simul's work. Roderick bootstrapped Simul to 27% average growth in 2013-19, with customers including Sony, Microsoft, Bandai Namco, Lockheed, and Boeing.

Nick Parker, a veteran of corporate life (EMEA board of Sony), is a director, advising on strategy and business governance.

Andrew Richards a self-taught rendering engineer, who originally trained as a composer. He is in charge of the client application. Andrew's skills include low-level optimization and rendering.

Aidan Clear is a research engineer with Masters' level training in computer science. He has three years' experience at Dell working on low-level systems applications. Aidan is creating the Teleport protocol and overall system architecture.