

HoloKit X - Accessible Multiplayer AR

HoloKit X is a cutting-edge iPhone accessory that brings the power of **stereoscopic AR to the masses at an affordable price** – 129 USD, which makes it a standout product in the AR market. Its ability to harness the full power of the iPhone and tapping into specific technologies and APIs is what makes it exceptional.

Moreover, together with the app, HoloKit offers a **unique multiplayer immersive AR experience**, allowing multiple users to interact and engage with the same digital content in real world simultaneously, providing a new level of social engagement and collaboration not found in other AR headsets.

The device and software are easy to use and have a range of features that make it a versatile and valuable tool for a wide range of applications. Additionally, it has a sleek and modern design, is built to last, energy efficient and made for swappable components which makes it an ecologically compatible product.

Media Coverage

WIRED

ZD
NET

CNET

Stuff

FOSSBYTES



***Did you know your iPhone can
bring you to the future of
Mixed Reality
RIGHT NOW?***

An affordable accessory that provides Stereoscopic AR

- **Transform your iPhone into an AR headset**

- HoloKit uses a **periscope structure** which allows for wide field-of-view (60 degree), binocular AR using people's existing smartphones (iPhones), which reduces the cost of AR headsets and achieves a particularly good affordability.
- This means that HoloKit makes mixed reality accessible to everyone who can afford smartphones, **allowing more people to experience head-mounted AR device and Stereoscopic AR.**
- The retail price for the HoloKit product is **\$129**, which is **less than 1/10** of the main stream AR headsets like HoloLens and Magic Leap.

- **HoloKit is able to evolve**

- on one hand, it can rely on software upgrades to achieve updates; on the other hand, it can rely on replacement of some hardware parts to complete updates and style changes. HoloKit is **compatible with multiple iPhone models**, including the potential future iPhones. Check current [compatibility here](#).



 
Why ~~\$3,500?~~ Only \$129!



Designed for fully immersive and interactive AR experience

HoloKit X uses your iPhone's blazing-fast processor and powerful LiDAR scanner to understand what you're looking at and where you're standing. Thanks to the effort of the engineers and designers in the HoloKit team, the headset and app together can provide the full 3 sets of Stereoscopic AR functions, which usually can only be found in professional AR headsets like HoloLens and Magic Leap:

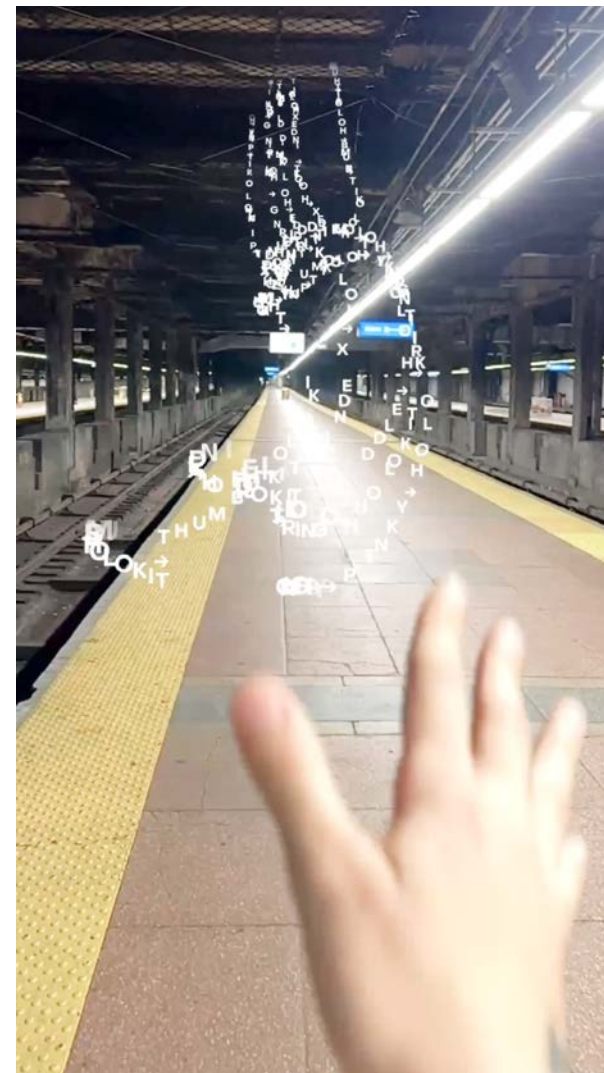
1. Stereoscopic visual output; 2. Environmental perception; 3. Human input/interaction



3D Environmental Perception

Using iPhone's LiDAR scanner

LiDAR enables your phone to understand real world environments. Track floors, walls, ceilings, doors, and even windows. This deep understanding of the real world unlocks object occlusion and real-world physics for virtual objects.



Precise Hand Tracking

Using Apple Vision Framework

Interact with and touch holographic objects in real-time by utilizing powerful machine learning algorithms on your iPhone to recognize unique hand poses with up to 21 different joints.



Hands-free Motion Control

Using Apple Watch

Your Apple Watch is another way to operate HoloKit with motion controls. Have you ever tried casting a spell? No more controller on hands! You can hold any object to act! How about a wand? Of course, these calories count to your Exercise Rings.



6 Degrees of Freedom Tracking

Using Apple ARKit

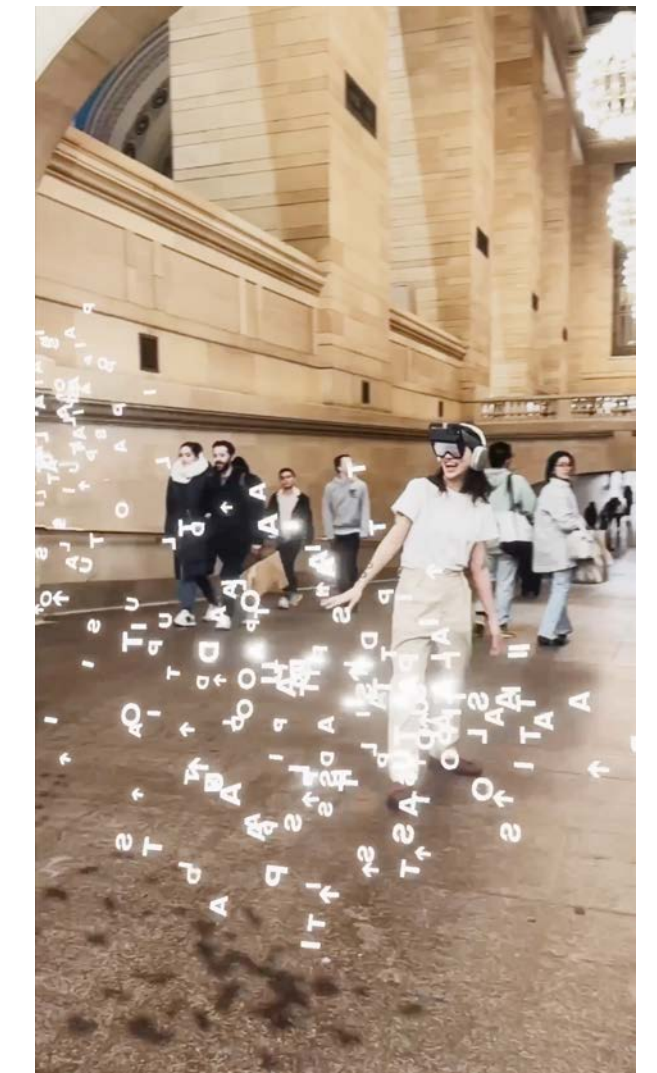
Walk around and look at holograms from any perspective. Virtual objects can stay in the same place relative to the real world. This creates a truly immersive mixed reality experience.



Human and Object Recognition

Using Apple Neural Engine

HoloKit can detect real-world humans and objects in real-time thanks to Neural Engine in Apple's Bionic chip, blending the line between virtual and physical interactivity.



Spatial and Geometry-aware Audio

Using AirPods and PHASE

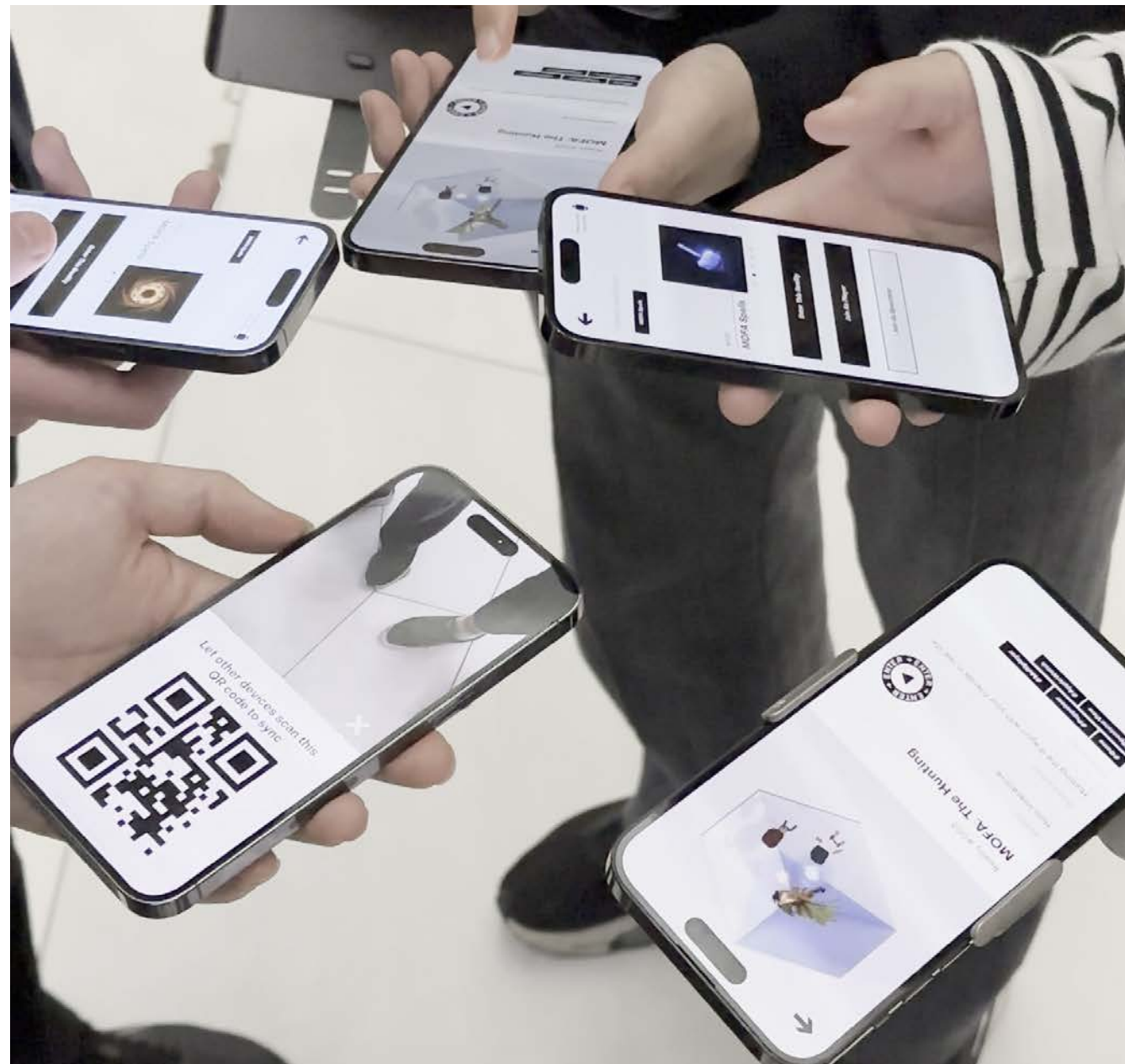
Listen to the roars of a virtual car streak past you, or hear the soft crackle and pops of a fireplace as you move closer to it. HoloKit immerses you in a lifelike 3D sound world with spatial audio.

*A dream you dream alone
is only a dream.*

*A dream you dream **TOGETHER**
is reality.*

-John Lennon & Yoko Ono

Copresence (Face-to-face shared AR experience)



Reality Sharing Technology

Connect with each other without Wifi or Cellular Data

To connect with other iPhones or iPads, simply scanning the QR code on the HoloKit app, no Wi-Fi or Cellular connection needed. This instant and magical process was developed by the internal team using spatial anchor sharing technology and local networking technology behind AirDrop. The maximum number of connected devices on record is 8 iPhones, theoretically there can be more.



Copresence(Face-To-Face Shared Realities)

The only product that provides Multiplayer AR Games with AR headsets

HoloKit is an interconnected system, and currently the only solution that supports multiplayer AR experiences in Stereoscopic AR. In the App, different AR games like Wizard Duel or Dragon Hunting, Ghost Hunting make people's childhood dream come true. Getting set up multiplayers in HoloKit is super easy, simply scan another device's QR code to enter a shared mixed reality experience anywhere, even without an internet connection or pre-scanning any spatial maps.

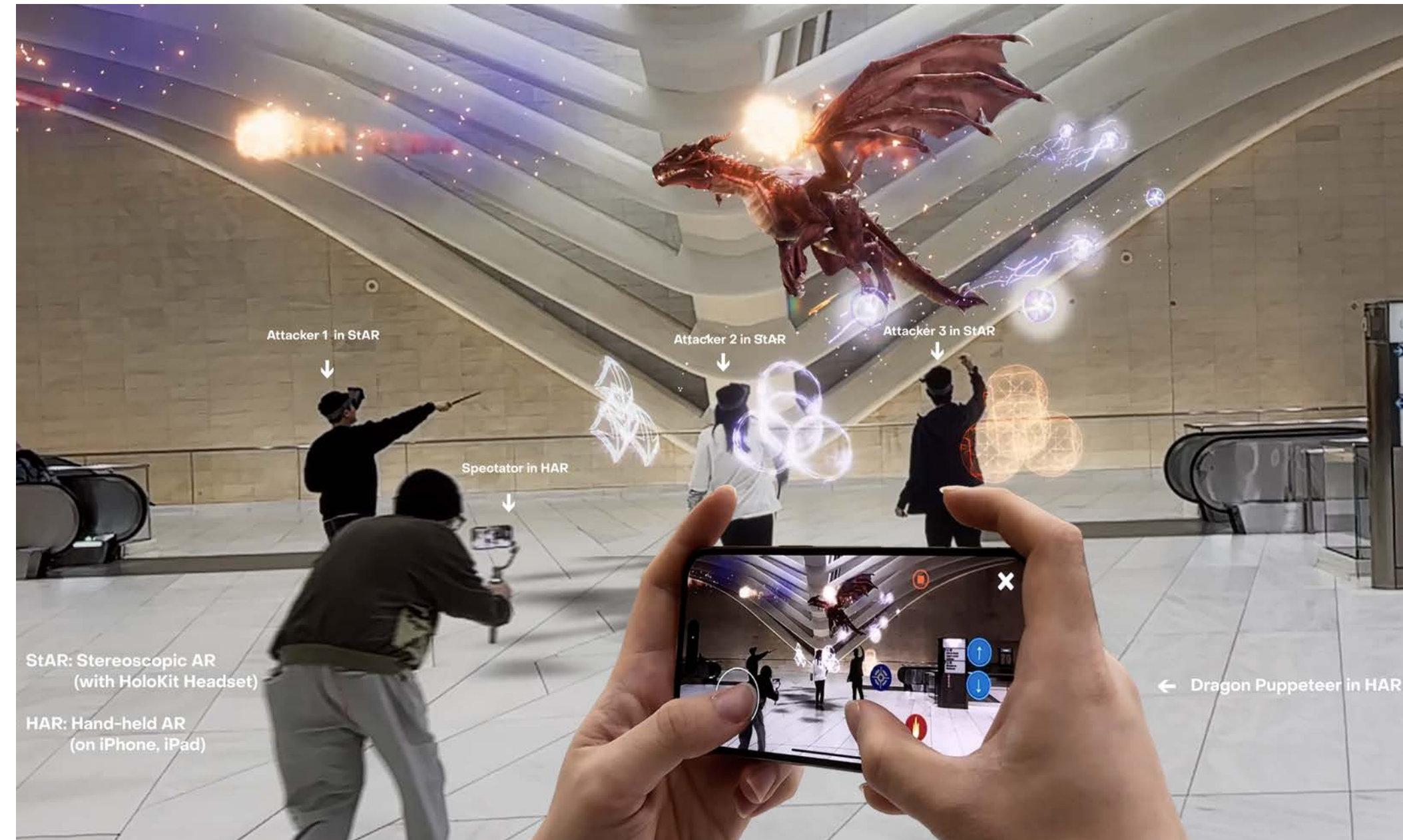
Face-to-face shared AR experience



Spectator View

Capture and record AR in third-person view

The Reality Sharing technology makes on-site live AR sharing possible. Using another iPhone or iPad, users can easily capture and share their stereoscopic AR experiences to their friends from any angle in real-time. They can also live-stream your reality or cast over AirPlay.



Asymmetric Mixed Reality

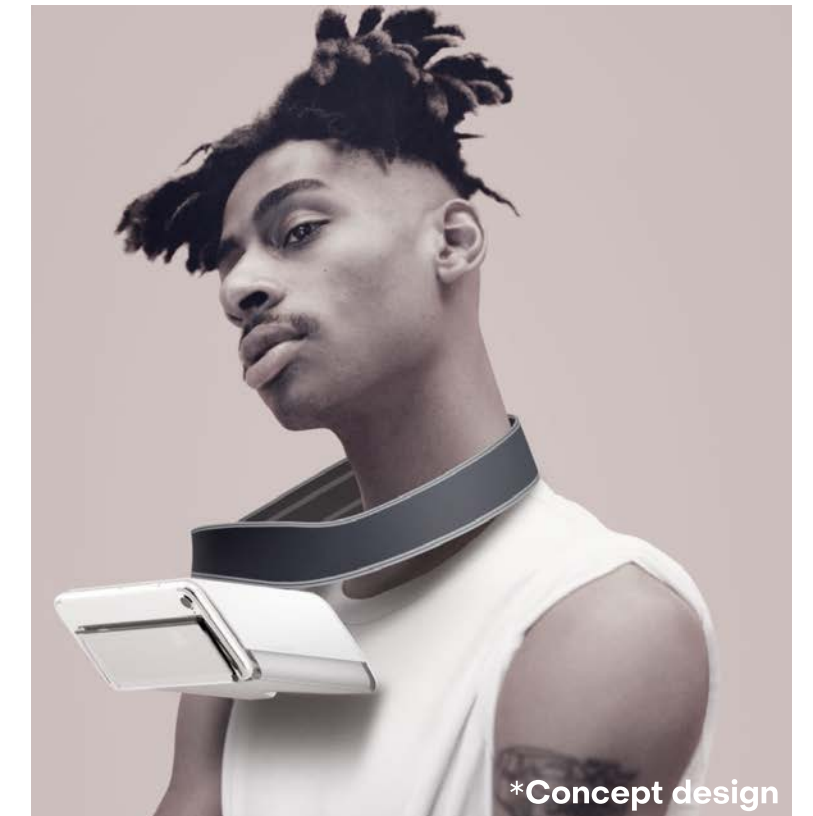
Participate using handheld screen AR in Puppeteer Mode

Mixed reality could be asymmetric for multiplayer. Each player can experience different mixed reality even in the same physical reality. We invented puppeteer mode that the player without HoloKit can control the avatar (the dragon or the ghost) to play against friends with HoloKit X.

We think through every design detail to balance ease-of-use, comfort and immersion.

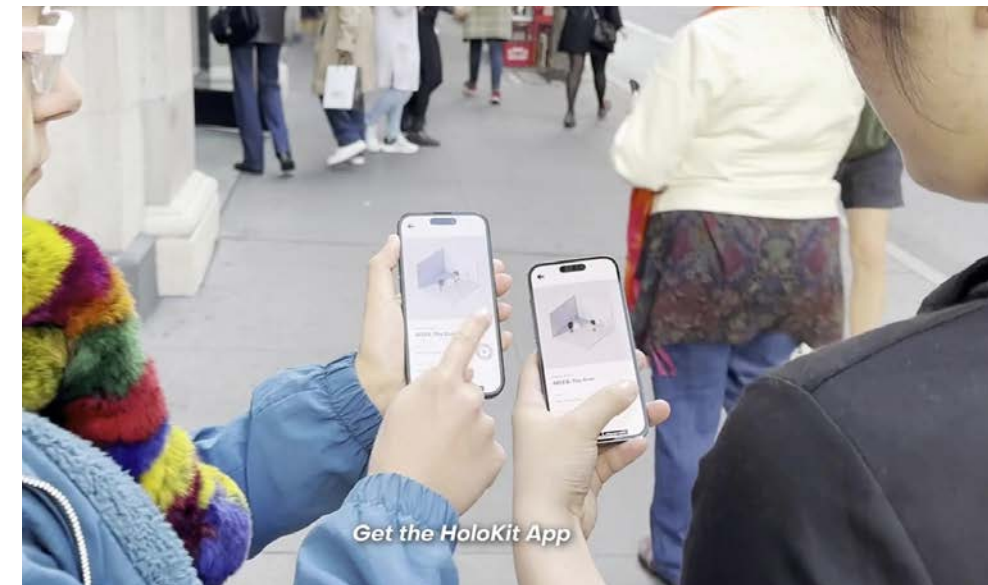
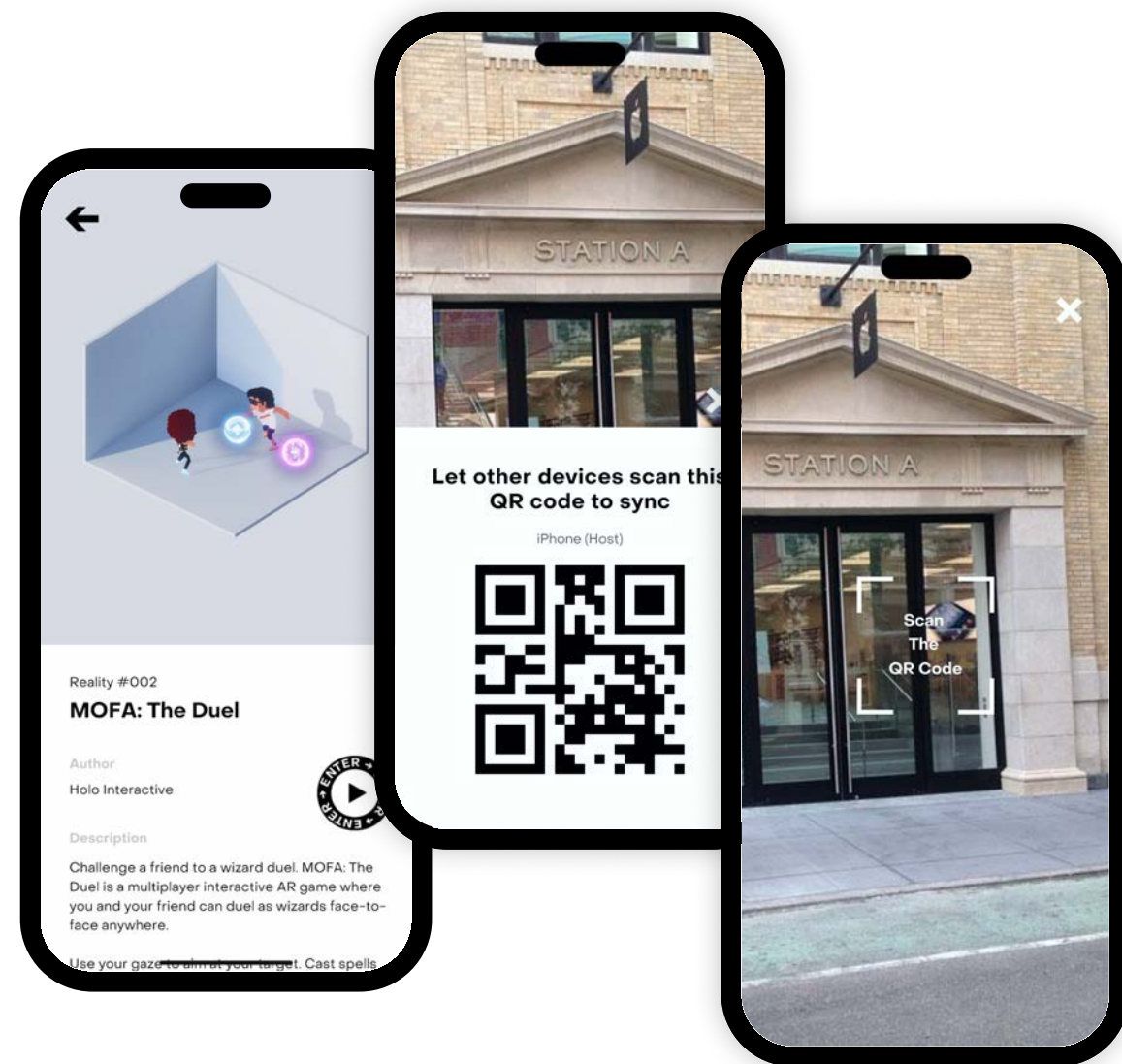
Seamless collaboration with various devices and controllers

- **Multiple control inputs:** HoloKit supports a variety of control inputs, including game controllers, smart watches, joysticks, screen interaction, and hand tracking. This allows users to choose the input method that best suits their needs and preferences.
- **Interoperability:** HoloKit is designed to work seamlessly with other devices, such as smartphones, tablets, and laptops, for both first-person immersive AR experience and also third person experience. The HoloKit app also supports to share the AR spectator view to other devices through Airplay.
- **Flexible software:** HoloKit's software is designed to be flexible and customizable, allowing developers to create a wide range of AR experiences and applications.
- **Replaceable component:** The HoloKit's design includes replaceable parts, allowing it to keep up with the latest technology and smartphone upgrades without needing to purchase a new device.
- **Replaceable headband:** HoloKit's headband is designed to be easily replaceable, allowing users to switch out headbands to match their style or to replace a worn-out band.



Effortless user experience base on iOS device

HoloKit X makes it simple to access an immersive AR experience. All you have to do is download the holokit app from the app store, open it, place your iPhone into the HoloKit X device, and you're ready to go - no additional equipment necessary. The app's design and layout align well with the familiar conventions of the iOS platform, making it feel natural and seamless for users to interact with. Users will be guided into the AR interactions from the screen interactions they are familiar with. This allows you to enjoy AR anytime, anywhere with ease.



Join The Game Seamlessly

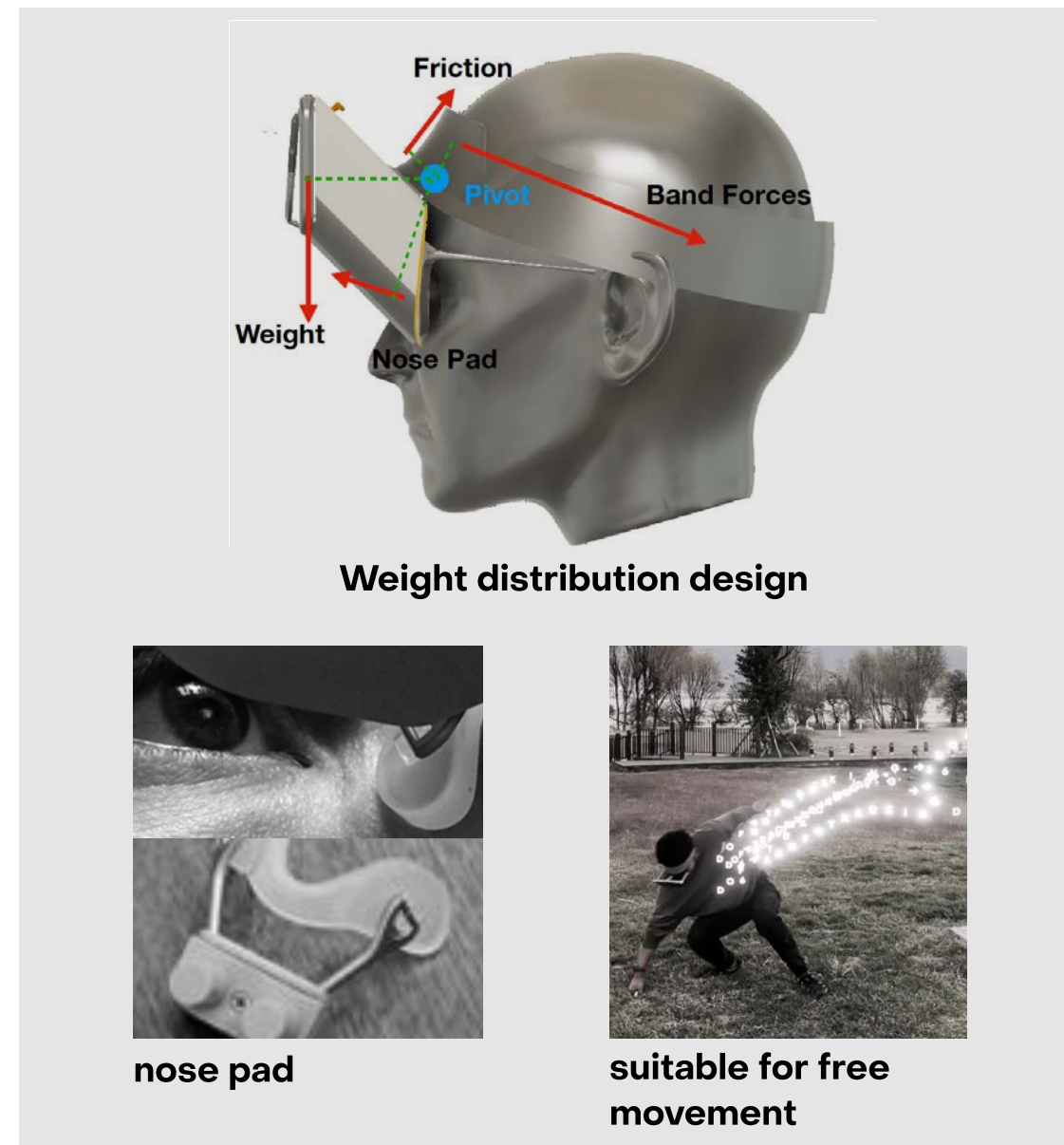
Put On The Headset And Cast Spells In AR

Ergonomics - Mindful design for comfort and movement

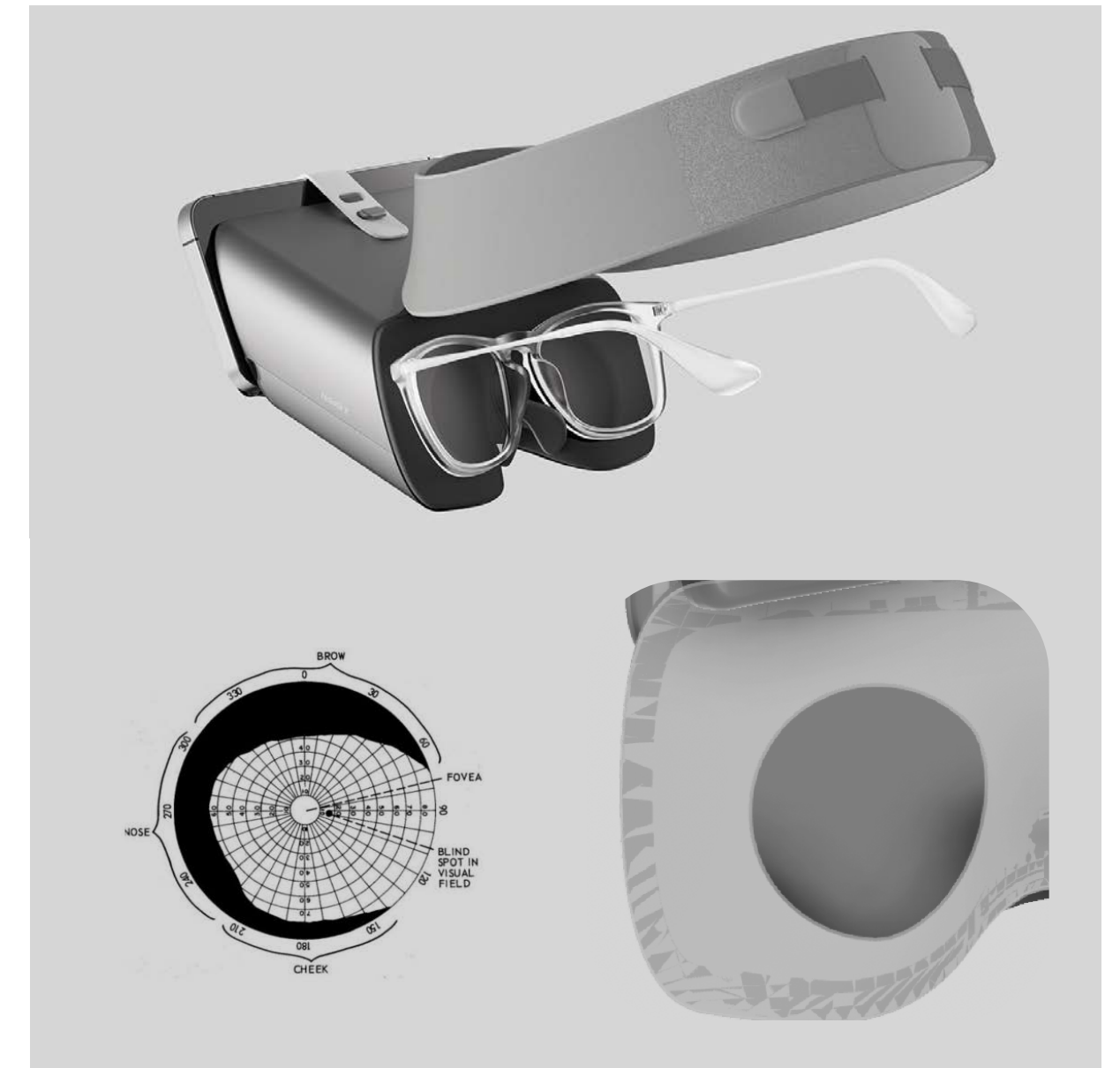
- **Independent device:** Unlike many other AR headsets that are connected to battery or phones in the pocket, the HoloKit together with iPhone is an independent AR headset and does not require any additional wires or cables, allowing for greater freedom of movement and ease of use.
- **Battery-free with replaceable component:** It does not require a battery, and is made of durable materials that can withstand everyday use. The device features replaceable components that allow it to keep up with the latest technology, eliminating the need to purchase new devices.



- **Suitable for free movement and even AR sport games:** The HoloKit has been designed with comfort in mind, featuring an adjustable nose pad to ensure a secure and comfortable fit for a wide range of face shapes and sizes. The headband and forehead pad are designed deliberately to enable running and jumping. The **optical see-through** structure provides visual stability compared to video see-through AR headset. Even people who suffer from motion sickness can enjoy playing AR games wearing HoloKit X.

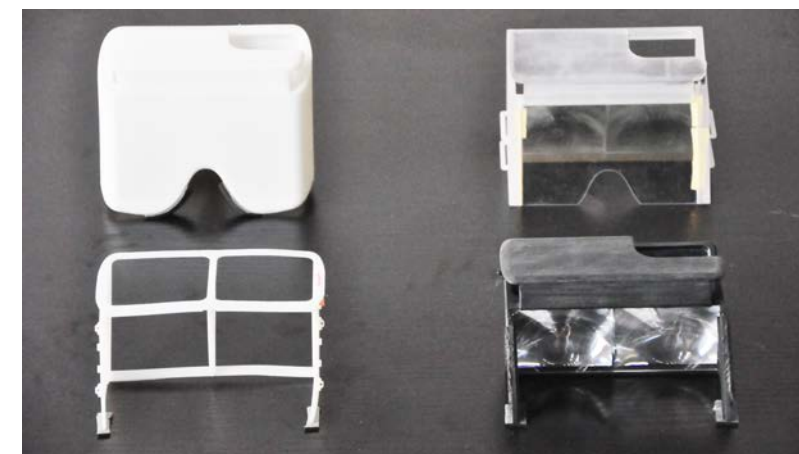
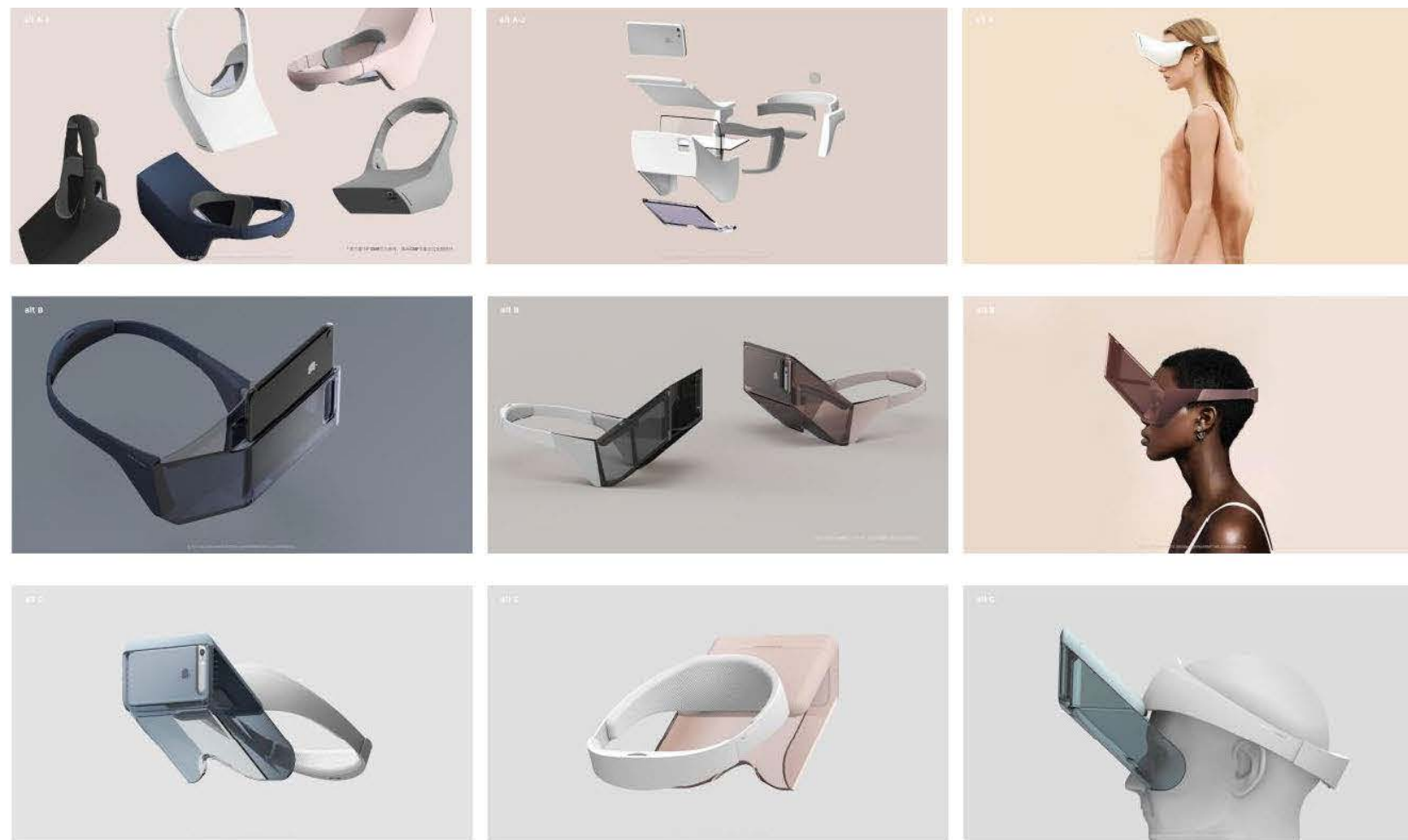


- **Glasses friendly:** Because users need to see the real and virtual world together, users have to wear their own glasses. We make the face mask soft and bendable to fit the major size of the glasses.
- **Durable material:** The HoloKit is made of durable material, making it sturdy and long-lasting.



Modern minimalist design

HoloKit's formal design is sleek and modern, with a minimalist design that exudes a sense of sophistication and elegance. Polished by the designers and engineers for thousands of times, the clean lines and streamlined form factor give the device a premium look and feel, while the attention to detail and craftsmanship is evident in every aspect of the product. The formal quality of HoloKit is not only visually pleasing, but it also contributes to the overall user experience by making the device easy to handle and use.



IMAGINE
and
DREAM TOGETHER





DREAM TOGETHER IN NEW REALITIES



What are Realities?

A Reality is a concept we created to define the form of mixed reality content, similar to an app for a smartphone, or a game for a console, an experience for VR. However, Realities are not just apps, games, or experiences that are independent of the real world. Each Reality is essentially a rule system that runs on top of the real world that participants imagine and play with.

“A dream you dream alone is a dream.
A dream you dream together is REALITY.”

Brand Message



**We believe AR is not for
productizing workers or weaponizing soldiers.**

AR is magic. AR is fun.

**AR is about face-to-face engagement.
AR is for imagination and art.**

AR is for dreaming and playing together.

**AR is a New Way for People to Interact
with the Real world and Real human beings.**

**AR is about New Realities that
People can Share and Build Together Face-to-Face.**

Brand Message



***DREAM TOGETHER IN
NEW REALITIES***

Visit website holokit.io for videos and more information