\CtiveLook &

Visual Information in Action



Head-up Display Platform for Sport Glasses



Lite AR – HUD Smart Glasses Requirements

Weight <40g

Comfort during physical activities is a need to have!

Good Design

(Sports) Glasses are a fashion item

Autonomy

>8 hours for most of physical activities and use all day long

Content Visibility

Need good content visibility during bright day light and night

Non intrusive

Unblock peripheral vision and central vision for safety and "stay in the Flow"

Relevant Content

Wide variety of content for multiple use case and user segments.







ActiveLook_®: the components (+6g)

Optical System

High precision micro-projector

Display

Low power (1mW) 0.19' AMOLED

Electronics

Dialog based "Smart Wearable on Chip" with 4.2 BLE

Lenses

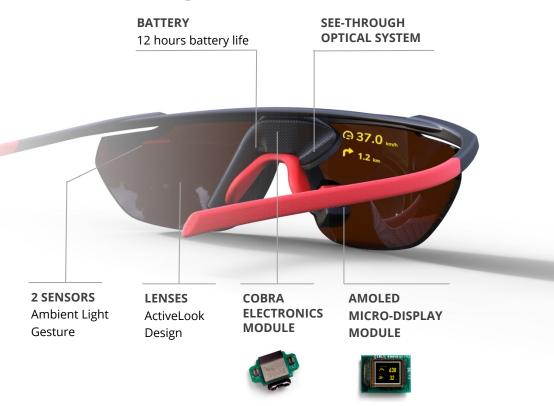
Custom coatings to maximize visual experience

Sensors

Ambient light and gesture sensors

Battery

12 hours autonomy



The 1mW OLED micro-display

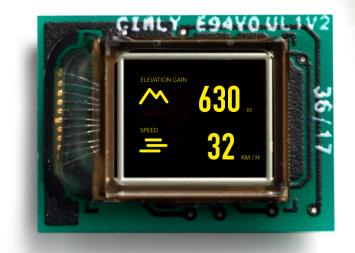
Low power: typ. 1mW, made possible because of "memory pixel" design to avoid need for refresh scanning

Compact: 0.19" with extremely high pixel density

High Brightness: Efficient "Yellow" color OLED compound with tandem architecture.

Resolution: 304 x 256 pixels enabled by extremely high pixel density.

Color: 16 "grey" levels (development in progress for a 16 colors version)





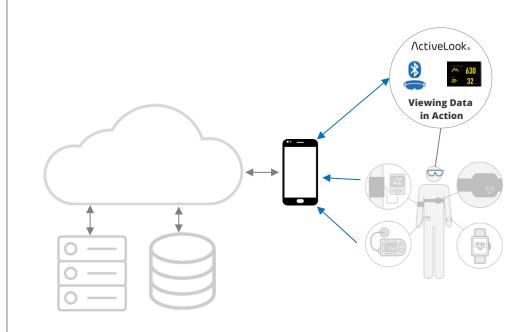


A "smart" architecture

A low power BLE "Connected Display" ...

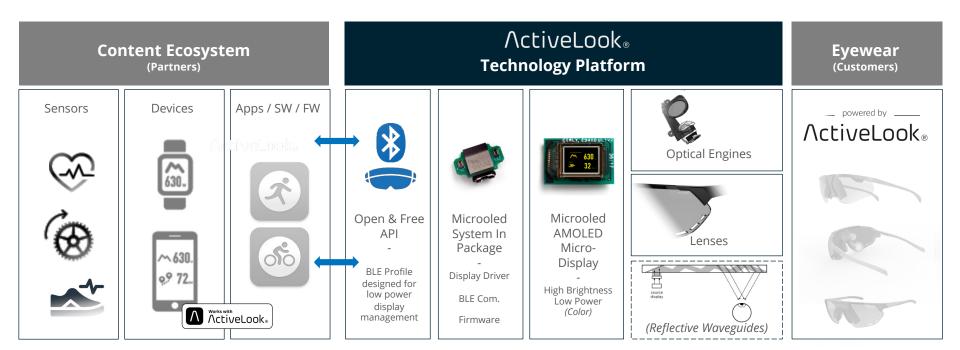


... part of smart & wearable architecture





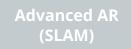
ActiveLook®: a Smart Glasses Product Platform





Augmented Reality Market Segmentation

ActiveLook® is the only technology to enables display in Lite AR segment





Basic AR (smart HUD)



Lite AR (wearable)



Hollywood AR (SciFi)



"Gamer PC + 5G + Al" in glasses Display: HiDef

PERFORMANCE COMFORT & DESIGN



ActiveLook® versus Ray Ban /FB or cameras vs. displays

∧ctiveLook®





- Provide information
 - Open API
- Main use case: sports
- Multiple eyewear brands ecosystem
 - · 35g



- Capture Information
 - Closed API
- Main use case: social networks
 - **Single** eyewear partner
 - 49g

Good design + Partnerships with eyewear industry



ActiveLook®: coaching, motivation & gamification





ActiveLook®: Wearables Bio-Feedback

Visual feedback is widely used to modify a motor skill. Current feedback modalities are complex and un-practical. ActiveLook technology can greatly improve visual biofeedback: Technique Training, Rehabilitation, Retraining (Gait, Stride, ...)





