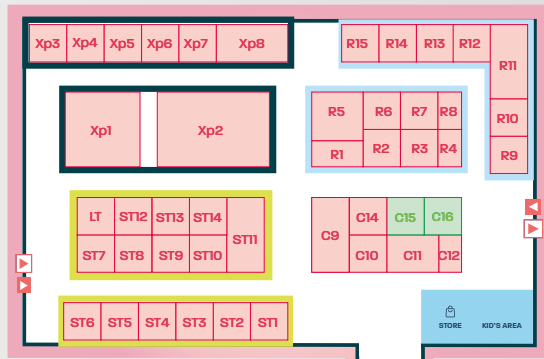




LOW FLOOR



FOOD TRUCKS

ENTRANCE

HALL A



HALL B



HALL A

- A1: Olfy
- A2: ImproVive
- A3: French Touch Factory
- A9: EEESC - Wonda VR
- A11: Scopiclabs
- A12: Lynx Mixed Reality
- A16: Inetum
- A17: PwC
- A21: A4 Technologies - TKorp
- A20: Realcast
- A22: Volumetric Studio
- A23: Scalian
- A24: Virtual Création - IFSB (Institut de Formation Sectoriel du Bâtiment)
- A26: IGO
- A27: VRV PROD
- A28: VALEO
- A30: Audace
- A32: Speedernet Sphere
- A34: Myxed
- A36: Matts Digital
- A42: HTC
- A46: INO VR
- A50: META
- A54: Uptale
- A55: Illumetry
- A56: Numix
- A58: HaptX
- A60: Qbranch
- A62: LS Group - Manus Meta
- A64: PICO XR
- A68: Village by CA
- A-GOGY - Komodal
- Massive Immersive - IMAGIN-VR
- A70: Actronika
- A71: 4D Views
- A72: Movella (NL Lounge)
- A73: INOD SOLUTIONS
- A74: SenseGlove (NL Lounge)
- A75: Immersive Display
- A76: NL Lounge
- Building Virtuality - Capitola - Captain VR - Metachef - Movella - NBSO Nantes - Tijdlab - WTC Twente
- A84: Sphere
- A85: IBV (Instituto de Biomecánica)
- A86: Destination Rennes
- Artefacto - Digipictoris - Emova
- Farsight - INRIA - NoiseMakers
- A93: France Immersive Learning
- CNAM Paca - HomMAR - Université de Nantes - Les Connecteurs

HALL B

- B1: Clarté
- B7: Ecole de Design Nantes
- B8: Projet JENII (Arts et Métiers, Cnam, Cesi, CEA)
- B9: AmValor
- B11: Immersion
- Barco - ESI - PNY - WEART
- B19: Augmenty
- B20: lottech
- B21: CoreTechnologie
- B22: Holo light
- B23: Advanced Realtime Tracking
- B24: Visionaries 777 - WIDDIM
- B27: SkyReal
- B33: ArborXR
- B34: Sopra Steria - NVIDIA - PNY
- B36: Samsung
- B37: Antycip - Techviz
- Barco - PNY
- B41: Microsoft
- All Virtual - Capgemini - Conseil 3D
- Insight - PTC - Prodware - Sopra Steria
- Spectral TMS - Synergiz - Theoris
- B43: Holoforge
- B45: IDEM
- B46: Deakin University
- B47: Robotiques Cyborg - Vuzix
- B48: Carri Systems - AMD
- B50: TopSolid
- B51: Nucleus VR
- B52: Toplite
- B54: Event Orizon Studio

HALL C

- LT: Hackathon winner
- C9: ESIEA
- C10: Holberton School
- C11: Crédit Agricole
- C12: BavAR[t] Studio
- C14: IUT Laval

- #Experiences
- #Research
- #Students



GENERAL PUBLIC ENTRANCE

RECTO VRSO

Lounge 4

Lounge 3

CONFERENCES HALL & AWARDS CEREMONY



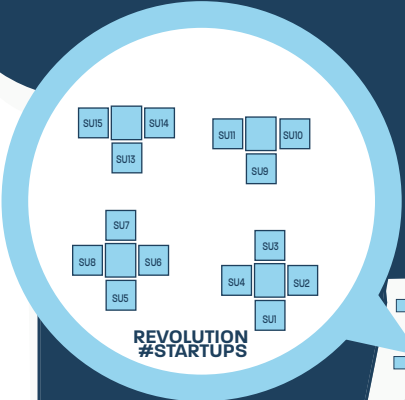
THE EXHIBITION DEDICATED TO VR/AR/XR & METAVERS TECHNOLOGIES

Laval Virtual, the first event dedicated to immersive technologies (virtual reality, augmented reality) which gathers the all European AR/VR community since 1999.

In April 2023, 12 to 16, this is a unique opportunity to connect with clients and future partners through 5 days of conferences and exhibition, including 3 professional days. Learn about how to use AR/VR technologies selected by an international expert panel. Test inspiring XR contents and emerging technologies demos. Discover pioneering projects and meet a multi-disciplinary ecosystem and an exceptional opportunity for networking in Laval, the world capital of VR / AR expertise.

EXHIBITION AREAS

Low floor:
Hall A-B-C
RECTO VRSO



TICKETING

ENTRANCE

EXIT

WELCOME DESK

GUIDED TOUR

LOW FLOOR

CLOACKROOM

STORE

Lounge 1

Lounge 2

PRESS

CABIN
IMMERSIVE

FOOD TRUCKS

TICKETING

GENERAL PUBLIC
ENTRANCE

P

REVOLUTION #STARTUPS

- SU1: Mazing
- SU2: Wondder
- SU3: Captic
- SU4: Non Nocere
- SU5: Move
- SU6: Wintor AR Tours
- SU7: Kaptics
- SU8: AR[t] Studio
- SU9: Joinera
- SU10: Ibias VR
- SU11: RaxVerse
- SU13: Ingourmind
- SU14: Virtual Dawn
- SU15: SociaPol

