



Speedernet Announces 3D glTF Integration in Sphere - 360°/VR Software that Delivers in WebVR - at SIGGRAPH 2018

Sphere, an intuitive solution to create interactive 360°/VR experiences without coding, using 3D glTF files, 360° videos or photos and delivers in WebVR.

VANCOUVER, CANADA, August 9, 2018 /EINPresswire.com/ -- Vancouver, August 12th - 16th, 2018 - Booth #725, Pavilion France

Speedernet, a company specialized in developing innovative digital learning solutions for large corporations, will attend Siggraph for the second time: the world's largest and most influential annual conference and exhibition in computer graphics and interactive media.

During the five days of the exhibition in Vancouver, from August 12th through August 16th, booth #725 Pavilion France, Speedernet will showcase Sphere, and will demonstrate how intuitive it is to create scenarios without a single line of code, visualize 360°/VR experiences on a VR compatible browser and even [natively integrate 3D files from Solidworks](#).

Sphere is dedicated to any professional who wishes to [create immersive and interactive VR experiences](#) and engage with their audience. As a Solidworks Research Associate, Speedernet [Sphere offers the possibility to easily use Solidworks' 3D files \(glTF\)](#) to bring their CAD data to life in a VR environment. To visualize virtual reality content, all you need is a VR compatible Internet browser and a headset. VR is getting more and more popular for businesses as the technology saves time, money, and as it is particularly effective for trying 3D prototypes in 360 environments before launching their mass production. By 2021, the revenue for VR in the enterprise segment is expected to count for 24.2 percent of all VR revenue (source: Greenlight).

"I am delighted and very proud to exhibit at Siggraph for the second year in a row," says Patrick Jordikian, CEO of Speedernet. "It is great to see Sphere allowing the direct and fluid import of CAD resources from Solidworks (glTF) enabling users to create VR experiences for a variety of purposes. We are very confident that this year's edition will accelerate our growth and expose Sphere to a wider audience."

Sphere is able to integrate any format of 360° images and videos, as well as sounds, texts, 3D objects and interactive triggers, to enrich the experience. Designing and delivering 360° and VR experiences has never been so easy!

Speedernet Sphere mostly targets large companies looking to produce in-house 360°/VR contents and insource their delivery. With its new features, and thanks to collaboration with Solidworks, Sphere enables the design and engineering industries to benefit from the capabilities of Solidworks new XR Exporter in virtual reality for the web.

Design and engineering companies are early adopters as they are already using this technology. Businesses can easily use their CAD data to create rich and interactive VR experiences on the web. This is a major leap in innovation for prototyping and 3D design handling in VR with an Internet browser and a headset.

At Siggraph, visitors will be immersed in the virtual world of Sphere using headsets like the Oculus Go, and pocket-sized mobile headsets. They will be able to walk through Sphere's VR world, experiencing how intuitive it is to create stories and interactive scenarios and environments to reflect real-life situations. Visitors will be able to move freely around the environment, to interact with objects, carry out tests and discover how our customers, such as Air France, L'Oréal and Orange use Sphere.

About Speedernet

Speedernet is a digital learning and innovative company using cutting edge technologies to offer efficient solutions for businesses. Speedernet Sphere is an intuitive 360°/VR solution offering a unique tool, allowing businesses to produce content with their existing Solidworks 3D files, or 360° photos or videos, and then visualize their creations directly on the web. Total, L'Oréal, Vinci, Sanofi, DANONE, Saint Gobain, Air France, and Orange are among the companies using Speedernet Sphere. Speedernet's headquarters are in Lyon, France.

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