

MATSUMI, a Holographic AI Presence for XR Glasses, Announced at AWE 2026

MATSUMI, unveiled at AWE 2026: a real-time holographic human presence powered by LLMs, coming to Apple Vision Pro, Meta Quest, Snap Specs and Xreal Aura.

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[MATSUKO](#), a holographic presence technology company backed by Cisco Investments and Wayra Telefónica, today announced at AWE 2026

(Augmented World Expo) the launch of MATSUMI, a realistic holographic AI

companion for XR glasses and spatial displays. Rather than appearing in a chat window, MATSUMI is rendered as a spatial presence that holds eye contact and shares physical space with the person interacting with it. The launch reflects a shift in how conversational AI is delivered — from text and voice interfaces toward spatial, embodied interaction made possible by the current generation of XR hardware.

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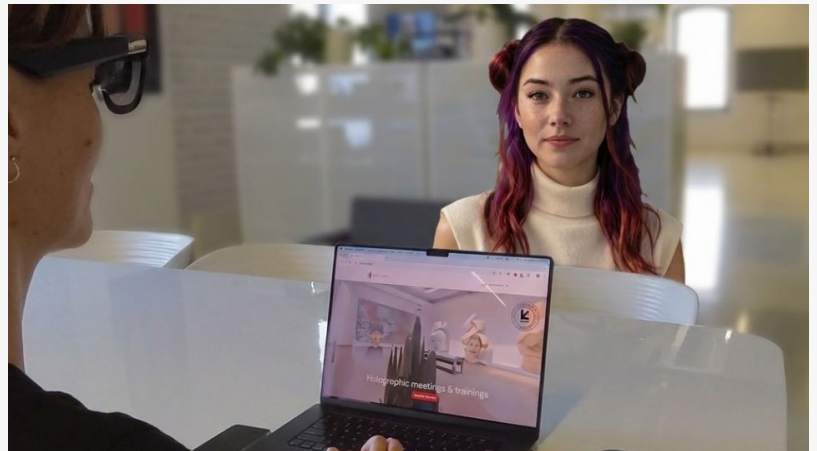
For decades we've interacted with AI through screens and keyboards. Today that changes. MATSUMI is the first AI you meet the way you meet a person - present, in your space, and there with you.”

Maria Vircikova, founder

A Rendered Human Presence, Not an Avatar
MATSUMI is built on a patented real-time 3D reconstruction pipeline, which streams photorealistic, spatially-anchored presence in real time. The result is rendered as a person occupying the room rather than text displayed on a screen.

Hardware Support

MATSUMI is initially being developed for Apple Vision Pro and Meta Quest. Support for Google Xreal Aura (Android



MATSUMI, a lifelike human presence you see and talk to in XR glasses

XR) and Snap [Specs](#) is planned for later in 2026, aligned with the global launches of both platforms.

Applications

MATSUKO has outlined several use cases for the technology. In a professional setting, the companion can review a daily agenda as a spatially-aware assistant. For travel, a hotel guest wearing XR glasses can be guided through an unfamiliar city in real time. The system can also serve as a conversation partner for rehearsing client meetings with real-time feedback, and as a language-learning aid in which mouth movements and facial expressions remain fully visible. The company also positions the technology for companionship and mental-health support contexts, where embodied presence differs from screen-based interaction.

A waitlist for early access is available at matsumi.ai.

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