Mobile World Congress (MWC)

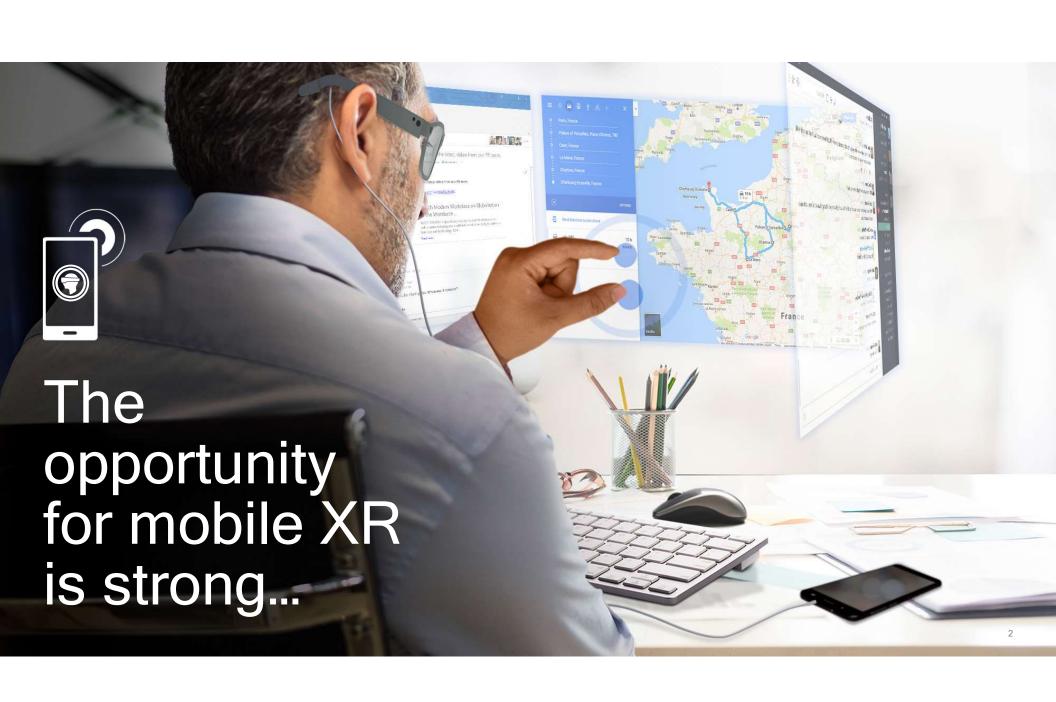
Qualcom

Making XR a reality for everyone

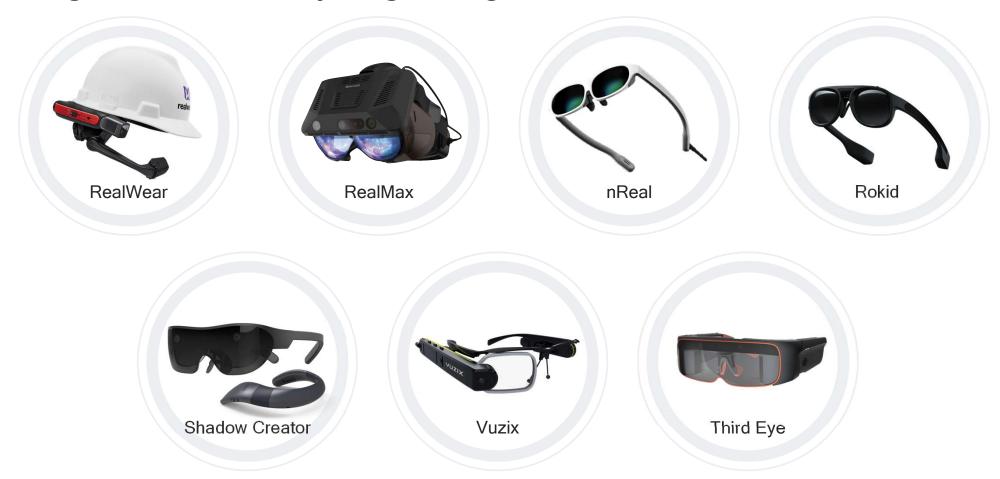
Hugo Swart, Head of XR Qualcomm Technologies, Inc.

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Augmented Reality is gaining traction

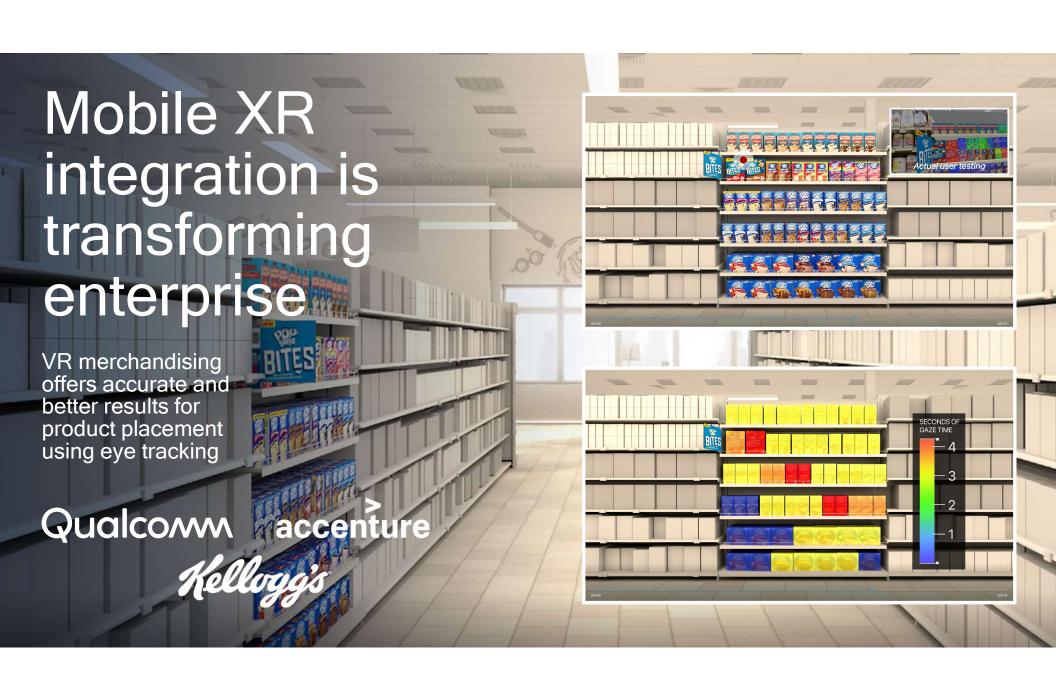


Snapdragon powers all key XR platforms

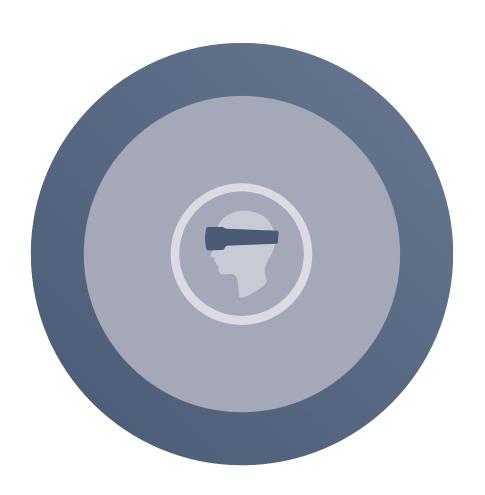




Truly mobile XR



Immersive experiences for 5G smartphones



Qualcomm snapdragon

855 mobile platform



5G Mobile Platform mmWave & sub-6



Immersive Compute



Computer Vision Processing (CV-ISP)



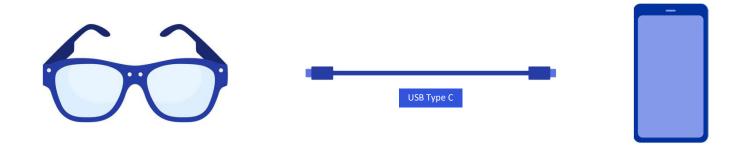
Artificial Intelligence Engine



7nm Power & Performance



Next generation immersive mobile computing with 5G

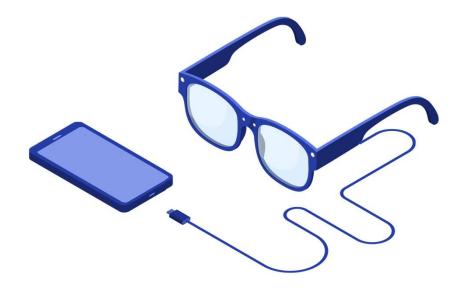


- AR or VR
- Comfortable, light
- High Quality Displays
- Tracking Cameras (head, hand, controller, eye) and sensors
- Snapdragon 855 based Smartphone
- DP out ready (DP+USB enabled)
- Software: Snapdragon 855 SW

Source: QCT research and analysis



XR viewers pave the way





 Ability to offer different levels of immersive devices



- Bring new experiences to customers as they unveil 5G
- Ability to bundle offering at point of sale



New and seamless XR experiences

Source: QCT research and analysis

Extending HMD Accelerator Program (HAP) to XR viewers

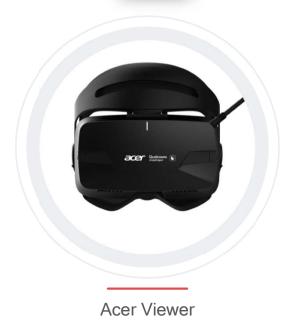


Smartphone to Viewer compatibility and performance











nReal Light

First wave of XR viewers



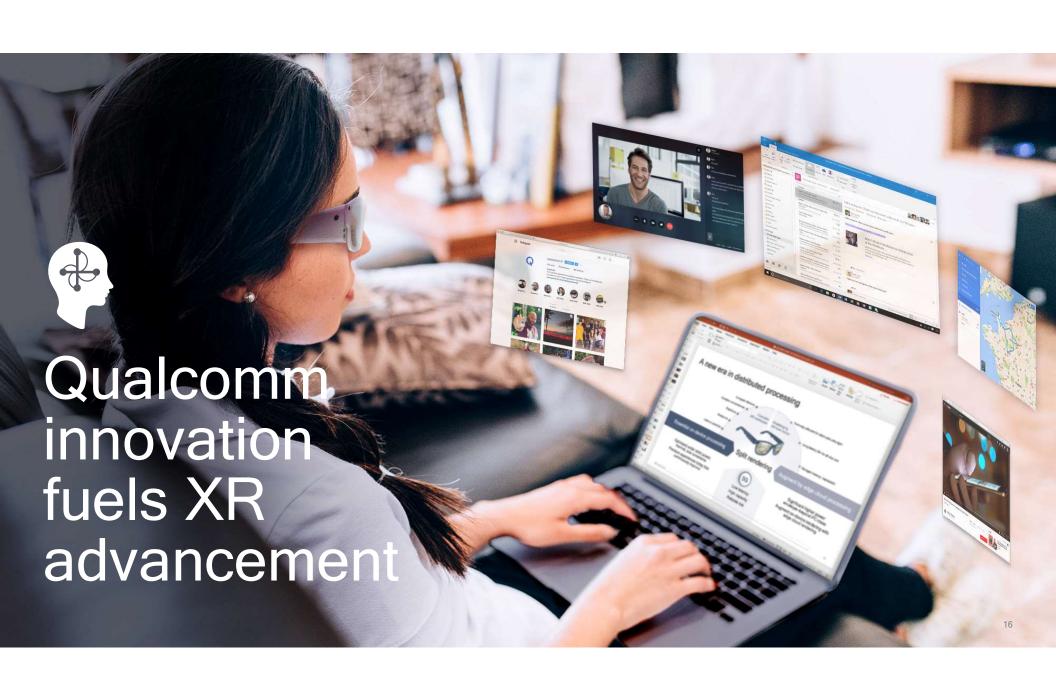
AR: Big screen experience anywhere with existing apps



VR: Immersive entertainment over 5G

Ecosystem collaboration embraces XR viewers and offers end-to-end solution





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Thank you

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