

Offering-Patents on Augmented and Virtual Reality

Products and Background

The offered patent assets relate to Augmented Reality (AR) and Virtual Reality (VR). The assets were initially offered for sale in 2015, but with the continual rapid changes in the technology's commercial reality, new AR and VR products have been continuously arriving and the sales materials were therefore updated recently to show expanded relevance of the patent assets. The updated materials include a number of Appendices which provide added data on marketplaces and impacted products, along with several more claim charts and EOU's. The new Appendices cover games, smartwatches, phones, tablets, automotive, Hololens platform, Magic Leap, Headsets, Goggles and Pokemon GO.

Asset Details

The Portfolio consists of two (2) issued U.S. patents and five (5) pending patent applications. Based on filing dates, these patents are very early and contain some fundamental claims for AR and VR apparatus, methods and systems. The patents cover fundamental AR processes and have application across multiple devices, including: gaming, smartwatches, phones, tablets, automotive, headsets and goggles and a new AR Platform. In addition, there are several open applications covering advertising, commerce and sales process enhancements using AR.

Inventor

These patents were developed by one of the leading voices on the next-generation of search, AI, big data and the Web. Nova Spivack is a technology futurist, serial entrepreneur, angel investor, and one of the leading voices on the next-generation technology. He is a frequent speaker and blogger, and writes guest-articles for publications such as TechCrunch, Mashable, GigaOM, and SiliconAngle. Nova is presently CEO of Bottlenose, which uses big data mining to discover emerging trends for large brands and enterprises.

Marketplace

AR and VR represent a vibrant and robust marketplace. The Sales Package has considerably more detail, but one example is that there are now 1.6B AR-enabled phones present in the market and mobile phone AR apps will soon reach \$2.2B. This mobility AR application area is simply one slice of a broad marketplace.

Sales Package

The offered patents have not been licensed and are subject to no encumbrances. This is a rare opportunity to acquire patents in an emerging and critical technology space, which will continue to show robust growth for many years to come. A Sales Package and Addendum are available which provide substantially more information on all of the above topics.

Contact:



Daniel J. Henry
RSL Holdings Inc.
7260 W. Azure Drive
Suite 140-813
Las Vegas, NV 89130
Mobile: +1-201-693-2125
Fax: +1-702-925-3480
dhenry@rslholdingsinc.com