

2019-2020

Another Year in Virtual Reality



November 2019

The 3RD International VR Awards

The biggest VR Awards yet, with John Carmack taking home the prestigious inaugural Accenture Lifetime Achievement Award and the beloved Oculus Quest being proclaimed as the best hardware of the year.

February 2020

Sketchfab Passes 3 Million Members

Sketchfab allows creators freedom to upload their 3D assets and make them available for sale and download - including content that was created with Tilt Brush and Oculus Quill. The platform also reached 1 billion views of its 3D models.

March 2020

Half-Life Alyx Releases

The long awaited follow up to the Half-Life series finally arrived, and it's a VR title - the biggest we have ever seen. It received universal acclaim for its graphics, narrative, and atmosphere.



March 2020

HTC Holds Fifth Vive Ecosystem Conference Virtually

Unable to host physical events, hardware manufacturer HTC opted to host this year's Vive Ecosystem conference virtually in partnership with Engage. Two thousand participants from over 55 countries registered for the event.

March 2020

Talespin Raises \$15 Million for Enterprise Training

XR Enterprise company raises \$15 million in a funding round led by cloud-based learning software provider Cornerstone OnDemand. Talespin's Runway platform will integrate with Cornerstones software to power XR deployments at scale.

May 2020

HP Reverb G2 Announced

In May, HP continued to show they could pull off high-end VR at a consumer price-point. Following months of speculations, HP announced the HP Reverb G2 at AWE.

May 2020

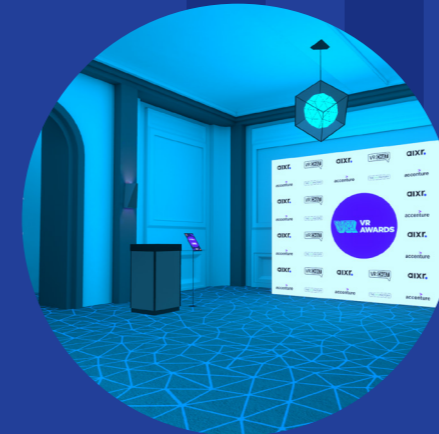
Pico Neo 2 Available Worldwide

Pico makes the neo 2 available worldwide - a headset geared towards enterprise with a 4K resolution, 101 degree field of view and weighing just 340 grams without a headband. The release included an eye-tracking variant.

May 2020

Superhot VR Sells 2 Million Copies

Superhot becomes the second VR game to sell two million copies and become double platinum - the first being Beatsaber. The game is one of the most innovative VR shooters, and has proven itself a favourite in the growing VR lineup.



June 2020

VR Awards Announces partnership with VRChat

The VR Awards have gone virtual! The VR Awards team announces a partnership with VRChat that would shape this edition of the VR Awards, and the future of virtual events forever.

June 2020

Boeing uses VR to Train Astronauts

US aerospace giant Boeing is using Varjo VR-2's to train astronauts for its Starliner spacecraft - the first end to end astronaut training system. The system can be used for an entire mission, from pre-launch to the full journey back to earth.



June 2020

John Legend Performs in Wave XR

After a \$30 million funding announcement, virtual music platform Wave collaborated with GRAMMY award-winning singer-songwriter John Legend to raise awareness for the FREE AMERICA campaign.

July 2020

Ready Player Two is Announced

A sequel to a story that inspired the industry, Ernest Cline announced that he will release Ready Player Two in November of this year. The first sci-fi novel thrust VR into the mainstream, with depictions of a not-too-distant future where resource scarcity has left everyone living their lives through a headset.

August 2020

Varjo Raises \$54 million

Varjo proves there is room in the market for professional grade headsets that are built from the ground up for enterprise. The Series C round brought Varjo to over \$100 million and will allow for global expansion.

September 2020

Facebook Horizon

Facebook announces that they are building a virtual reality sandbox universe called 'Horizon'. Players will be able to build their own environments and games, play and socialise with friends, or explore the user-generated landscapes.

October 2020

Oculus Quest 2 Released

After an announcement this year, just a few months later the world gets its hands on the long awaited Quest 2. The headset is the second edition of Oculus's standalone Quest, and is the industry's most affordable entry into high quality VR yet.

October 2020

HTC Launch Vive XR Suite

In an age where being close to one another is more important than ever, HTC launch a productivity platform for a broad range of devices.

November 2020

The 4TH International VR Awards

The VR Awards returns as a fully immersive digital event. This time, the Academy of International Extended Reality plans to celebrate the best projects of the past year while re-defining what a virtual event should look to be.