For those who are looking for an XR content creation company

Kansai XR Content Creation Business Directory

Service, Media and Content Industries Office,
Industries Department,
Kansai Bureau of Economy, Trade and Industry
（METI-Kansai)

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1. Introduction

Kansai Bureau of Economy, Trade and Industry (METI-Kansai) is working to help XR content creation companies in the Kansai region enter the XR market, which has been developing rapidly in recent years.

At Expo 2025 to be held in Osaka, Kansai, Japan, a virtual venue will be built reproducing the physical Expo venue using three-dimensional computer graphics technology (3D CG). Exhibits will be on display using XR technology.

Moreover, METI-Kansai promotes an *extended expo* to make full use of the benefits of Expo 2025. The aims of the extended expo are to maximize the economic effects of hosting the Expo on the local area and to enable rapid economic and industrial growth not simply in the Expo year but also in subsequent years and not only at the venue but also throughout the Kansai region. The extended expo will also use XR technology.

These are opportunities of growing demand for virtual content creation. In this context, METI-Kansai has created the Kansai XR Content Creation Business Directory with the aim of improving XR content at the Expo and enhancing business opportunities for XR content creation companies in the Kansai region.

The head office or development center of each company in the business directory is located in the Kansai region. The companies are small, medium-sized, and well-established businesses with a track record of selling XR content. We hope that the use of XR content provided by listed companies will further increase the attractiveness of Expo 2025 and the extended expo.

Lastly, I would like to express my sincere gratitude to all the review committee members for their great cooperation and advice in creating this business directory.

(Review Committee Members)
NAKAMURA Akinori, Professor, College of Image Arts and Sciences, Ritsumeikan University
KUBOTA Shun, Representative Director and President, Mogura Inc.
ASAMI Kazuhiko, Producer, Psychic VR Lab Co., Ltd.

December 2023
NOBUTANI Kazushige,
Director General, Kansai Bureau of Economy,
Trade and Industry (METI-Kansai)

2. List of Companies

- Companies with a ★ preceding their names have been evaluated as particularly excellent by the review committee.
- When consulting on or requesting content creation, be sure to check the content actually produced by the company by referring to the XR Content Creation Records (URL) in the Company Information or by contacting the company of your interest. If an external link such as press records is no longer valid, contact the company.

page	Company name	Businesses — Content creation				Metaverse		Digital twin	Strong areas/Target industries							
		VR	AR	MR	Other issues	Virtual space construction	Virtual space management	Digital twin	Manufacturing	Construction	Education	Medical healthcare	Tourism Entertainment	Events	Retailing/EC	Other issues
p.7	i-enter Corporation, Ltd.	●	●	●		●	●		●	●		●	●	●		
p.9	iPresence Co., Ltd.		●	●	●	●	●	●	●	●	●		●			
p.11	Utsubo Co., Ltd.	●	●		Multiplayer type 3D website	●	●						●	●		Advertising/Promotion
★ p.13	SUS Co., Ltd.	●	●	●	Vtuber creation/ live-filming, etc.	●	●	●	●	●	●	●	●	●	●	Human resource development
p.15	MP-Strategy LLC	●	●	●		●		●	●	●	●	●	●	●	●	Town factory community management
p.17	Creative Office Haruka	●			Photogrammetry				●	●	●		●			
p.19	Cross Reality Co., Ltd.	●	●	●	Educational projects/lectures/ provision of teaching materials, etc.	●			●	●	●		●	●		Human resource development
★ p.21	Kobe Digital Lab Co., Ltd.		●	●		●		●	●		●					
p.23	GONENGO LLC	●	●	●		●			●	●	●		●	●	●	
p.25	ZIZO Co., Ltd.	●	●	●		●			●	●	●		●	●	●	
★ p.27	SYMUNITY GROUP	●	●	●		●							●	●		
★ p.29	Skeleton Crew Studio Co., Ltd.	●	●	●	Games	●	●	●	●				●	●		Games
p.31	Xooms Co., Ltd.	●	●	●	All kinds of interactive content				●		●		●	●		
p.33	Tanaka Printing Co., Ltd.	●	●						●				●	●		
p.35	Happy Life Creators Co., Ltd.	●	●	●		●		●	●	●	●	●	●			R&D
p.37	Fine Co., Ltd.	●	●		Image generation AI	●			●	●	●		●			
p.39	Fujikawa SmartTech	●	●				●		●			●		●		
p.41	Hologram Co., Ltd.	●	●	●		●			●	●	●		●			
p.43	Meidansha Inc.	●	●	●			●		●	●	●		●	●	●	
p.45	Meta Osaka Co., Ltd.				3D CG	●					●		●	●	●	
p.47	METABIRDS Co., Ltd.	●									●	●	●			
p.49	Meta Heroes Inc.	●				●		●		●	●		●	●		
p.51	Mediact Co., Ltd.	●							●		●		●			
★ p.53	monoAI technology Co., Ltd.	●	●	●	Metaverse Platform	●	●	●	●	●	●	●	●	●	●	
p.55	Yuzu Plus Co., Ltd.	●				●	●					●	●	●		
p.57	Useya Co., Ltd.	●	●	●	Smart glasses App development	●	●	●	●	●	●		●	●		
p.59	Redefine Arts Inc.	●				●							●			
★ p.61	1→10, Inc.	●	●	●		●	●			●	●		●	●	●	

(Japanese Alphabetical order)

3. Company Information

i-enter Corporation, Ltd.
(Osaka City, Osaka Prefecture)

i-enter corporation

Contact

Email：k-sakamoto@i-enter.co.jp
・電話番号： 080-9428-0680
• Contact webpage:
  https://www.i-enter.co.jp/contact/

Businesses			
Content creation			
■ VR	■ AR	■ MR	□ Others (　　　)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin / □ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	□ Education	■ Medical healthcare
■ Tourism/ Entertainment	■ Events	□ Retailing/EC	□ Others (　　　)
Compatible devices			
■ PC	■ Smartphone	□ HMD etc.	■ Smart glasses etc. / □ Game console
Human resources skills			
■ Unity	■ Unreal Engine	■ C#	■ C++ / ■ JavaScript

Company Profile

• Company name: i-enter Corporation, Ltd.
• URL：https://www.i-enter.co.jp/
• Representative: IRIE Yasuhiro
• Location: 9F, Honmachi Ishikawa Building,
  4-2-1 Kyutaro-machi, Chuo-ku, Osaka City, Osaka
  Prefecture
• Sales offices: Tokyo, Osaka, Fukuoka, Sendai, Okinawa,
  Hokkaido, Vietnam
  (Location) 5F, Naganuma Building, 2-14-10 Shibuya,
  Shibuya-ku, Tokyo
• Capital: ¥30 million
• Employees: 265 (as of October 2023)
• Sales (FY2023): ¥5,150 million

Main Businesses/Contents

• Appeal points
We offer a wide range of technical capabilities related to IT.
We support smartphone and web apps, AI, IoT, and low-code development, as well as XR.
The company specializes in developing products for our customers from scratch.

• XR business overview
We have experience in VR, AR, and XR.
There are many customers who adopt XR to promote digital transformation. We assist them, so we are good at such development projects.
For more information, please search for XR business on our website.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We have developed a system that enables you to share the same space and objects in a virtual space with people far away. Moreover, we offer services in line with the latest trends, such as coordination with IoT and systems that can recognize faces using AI and display names in the air.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	5	Not available
Engineer	Available	7	Not available
Designer	Available	10	Available

XR Content Creation Records

Please visit the following URL and find our track record including videos.

https://www.i-enter.co.jp/solution/xr/

Award Winning/Media Coverage Records

- "Simulated experiences using VR! Five companies sign a partnership agreement to support curling, develop players, and contribute to local communities," Panora
- "Starts support for the introduction of electronic manual development services using the remote support and space available in HoloLens," press release from i-enter Corporation, Ltd. (prtimes.jp)
- "Events held in virtual space! Launch of VR event solution," press release from i-enter Corporation, Ltd. (prtimes.jp)

Compatible Language

Japanese, English, Chinese, and more

iPresence Co., Ltd.
(Kobe City, Hyogo Prefecture)

i Presence
Teleportation as a Service

Contact

- email:takayuki.murayama@ipresence.jp
- Tel: 070-3224-2945

Businesses				
Content creation				
■ VR	■ AR	■ MR	■ Others (Metaverse content creation)	
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin	■ Digital twin
Strong areas/Target industries				
■ Manufacturing	■ Construction	■ Education	□ Medical healthcare	
□ Tourism/ Entertainment	■ Events	□ Retailing/EC	□ Others ( )	
Compatible devices				
■ PC	■ Smartphone	□ HMD etc.	□ Smart glasses etc.	□Game console
Human resources skills				
■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Company Profile

- Company name: IPresence Co., Ltd.
- URL：https://ipresence.jp
- Representative: Christophers Chris Francis
- Location: Kobe Fashion Mart, 6-9 Koyo-cho Naka, Higashinada-ku, Kobe City, Hyogo Prefecture
- Sales offices/Main development center, etc. (Location) Hatchery Shibuya, Sakuragaoka-cho, Shibuya-ku, Tokyo
- Capital: ¥10 million
- Employees: 20 (as of October 2023)
- Sales: ¥195 million (FY2023)

Main Businesses/Contents

- Appeal points
We combine cutting-edge technology and creativity to offer a next-generation remote communication experience.

- XR business overview (key points)
Technical capabilities: Content planning and creation capabilities leveraging the latest AR technology and metaverse
Diverse content: We provide XR content in a wide range of genres, including education, entertainment, and business.
Solution-proposing capabilities: We propose a wide range of solutions including metaverse space configuration, design planning, and robot collaboration.
Regional cooperation: We are deepening cooperation with companies and organizations mainly in the Kansai region and operate XR projects.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Development teams originally working on remote communication robots and system development joined to design and develop metaverse spaces. The team that proposes solutions has a wealth of experience and has been proposing new forms of communication since 2014.

Knowledge/Technology: We continuously conduct research and development of advanced XR technology, and our expert team tracks the latest technological trends and incorporates them in our products.

Planning and management: We accurately identify needs and plan and produce our original XR content. We provide consistent support from the initial stage of a project to its completion.

Flexibility: We respond flexibly to customer requests and end user needs. We offer virtual space creation and content planning for more enjoyment.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	2	Available
Engineer	Available	1	Available
Designer	Available	1	Available

XR Content Creation Records

Konpon-chudo, Enryaku-ji on Mt. Hiei

Proud-Treasure Island (Metaverse space creation)

Tokyo International Industry Exhibition (Metaverse venue creation [events are over])

Award Winning/Media Coverage Records

"Overcome disabilities and illnesses with your avatar— Exploring the possibilities created by the 'Children's Proud-Treasure Exhibition' held on the metaverse," MoguLive

Compatible Languages

Japanese, English

Utsubo Co., Ltd.
(Osaka City, Osaka Prefecture)

We help you create a one-of-a-kind virtual space using our proprietary technology.

Contact

- email: contact@utsubo.co
- Tel: 08094740539
- Contact webpage:
  https://www.konpi.jp/contact-us

Company Profile

- Company name: Utsubo Co., Ltd.
- URL：https://www.konpi.com
- Representative: Jocelyn Lecamus
- Location: 4F, JL Building, 1-4-9 Awaza, Nishi-ku, Osaka City, Osaka Prefecture
- Sales offices/Main development center, etc. (Location) Same as above
- Capital: ¥6 million
- Employees: 6 (as of October 2023)

Businesses			
Content creation			
■ VR	■ AR	□ MR	■ Others (Multiplayer 3D website)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin □ Digital twin
Strong areas/Target industries			
□ Manufacturing	□ Construction	□ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	□Retailing/EC	■ Others (advertisements, promotions)
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	□ Smart glasses etc. □Game console
Human resources skills			
□ Unity	□ Unreal Engine	□ C#	□ C++ ■ JavaScript

Main Businesses/Contents

- Appeal points
We build a metaverse space that runs smoothly on your browser. The high-quality multiplayer experience we offer allows up to 2,000 people to connect to the same virtual space. The content is highly customizable and can be accessed from any device, making it extremely easy to use.

- XR business overview
Construction of XR content used with a web browser, virtual events, live shows, seminars, advertising, promotions

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We have developed our original engine to achieve unprecedentedly smooth operation and simultaneous access by up to 2,000 people. A wide range of virtual space designs are already available, and you can even fully customize your space by adding the features you need. The virtual space can be easily accessed from any device, including PCs, VR gear, and smartphones, with no downloads or installations required. Create new experiences with our world-leading technology team. We specialize in projects that value experiences, including interactive promotions!

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	3	Not available
Engineer	Available	Undisclosed	Not available
Designer	Available	3	Available

XR Content Creation Records

- Online exhibition in the metaverse by evort.,Inc. (November 2022)
- Building an open metaverse for the Sougen Genesis Collection (December 2021)
- Racing gamification in a virtual space for ZIZO Co., Ltd. (October 2021)

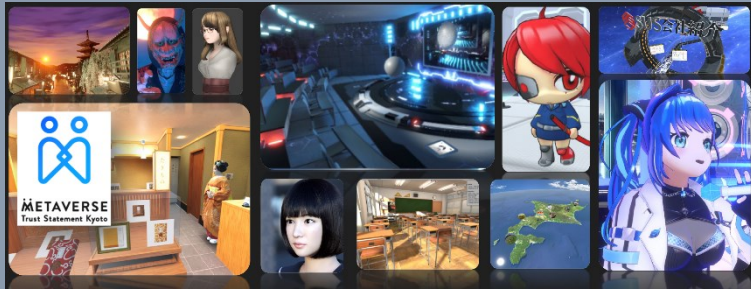## Award Winning/Media Coverage Records

The Webby Awards Honoree (2023)
Awwwards Site of the Day (2023)
FWA of the Day (2020)
Awwwards Site of the Day (2020)

Compatible Languages

Japanese, English, French, Italian

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SUS Co., Ltd. (Head Office: Kyoto City, Kyoto Prefecture)

Businesses			
Content creation			
■ VR	■ AR	■ MR	■ Others (Vtuber production, live filming, etc.)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin — ■ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	■ Medical healthcare
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	■ Others (human resources development)
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc. □ Game console
Human resources skills			
■ Unity	■ Unreal Engine	■ C#	■ C++ ■ JavaScript

Contact

- email: next2next@sus-g.co.jp
- Tel: Kansai Manager (Takeoka)
  070-2183-8796
- Contact webpage:
  https://www.sus-g.co.jp/contact/

Company Profile

- Company name: SUS Co., Ltd.
- URL: https://www.sus-g.co.jp/
- Representative: SAITO Kimio
- Head Office: 5F, Kyoto Mitsui Building,
  8 Naginataboko-cho, Shijo-dori Karasuma Higashiiru,
  Shimogyo-ku, Kyoto 600-8008
- Offices: [Osaka Office] 6F, Umeda Center Building, 2-4-12
  Nakazaki Nishi, Kita-ku, Osaka City 530-0015
  [Kobe Office] 8F, TBM Kobe Building, 4-1-1 Goko-dori,
  Chuo-ku, Kobe City 651-0087
- Capital: ¥436.00 million
- Employees: 2,210 (as of September 30, 2024)
- Sales: ¥13.2 billion (September 2024)

Main Businesses/Contents

- Appeal points
Our more than 2,000 engineers have contributed to the success of many projects for more than 500 major manufacturers nationwide.
Based on the technical capabilities we have fostered, we develop content using cutting-edge technologies such as XR, metaverse, and AI.

- XR business overview
Taking the opportunity of being listed on the TSE Growth in 2017, we focused on cutting-edge fields, and, in 2019, established an AR/VR strategic subsidiary and an AI laboratory. We have a variety of in-house developed products, including VR Meet (browser/app version of metaverse), which requires no environment construction, MVR (walking VR), which allows you to walk through a virtual space on your own, and the ARiser service for preventing human errors on site using AR glasses.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

◆ **Cutting-edge technology solutions that combine multiple technologies**
We have solved challenges faced by customers by combining multiple technologies such as XR (VR/AR/MR), metaverse, and AI.
We create sub-packages (customizable prototypes) for all areas and first let our clients experience a demo. Then, we plan and propose how to customize the sub-package for a solution to the challenge.

Unlike complete packaged products, our approach has a high degree of freedom and effectively helps produce positive results on site, which is the biggest advantage. Customization tailored to specific challenges allows our planning and technical capabilities to be always up-to-date and immediately compatible with the latest devices.
We make a presentation once every quarter at cutting-edge technology events, which attract tens of thousands of visitors. We receive many inquiries at these events.

Our customers realize the effects of programs that utilize generative AI systems, including ChatGPT, in which an avatar or voice serves as an interface; connection to an EC site from a metaverse; and sales promotion allowing sales staff to use AR to introduce their products to potential customers.
The use of cutting-edge technology has a synergistic effect in hiring young people, including new graduates.

* We provide all kinds of solutions.
We provide contract and outsourcing services of system development incorporating cutting-edge technology, even responding to needs for zero-based development based on requirements.

* SUS Co., Ltd. is Kyoto's first Meta Quest-certified dealer for corporations.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	10	Available
Engineer	Available	20	Available
Designer	Available	7	Available

XR Content Creation Records

- Building a metaverse space for communication purposes at Toyohashi University of Technology
- Our VR content provided to Kashiwa Takashimaya's 50th anniversary event
- Vtuber Noel Pasta held a 3D debut live on Saturday, February 25

【京都府警様】採用説明会

Award Winning/Media Coverage Records

- Metaverse development in accordance with the Metaverse Trust Statement Kyoto Declaration
- "Chiba City Smart City Promotion × Utilization of cutting-edge technology," a large-scale VR training event held targeting 28 sections of the municipal government of Chiba

Compatible Languages

Japanese
English
Consult for other languages.

MP-Strategy LLC
(Higashiosaka City, Osaka Prefecture)

We use XR technology to communicate your strengths.

MP-Strategy

Businesses			
Content creation			
■ VR	■ AR	■ MR	□ Others （　　　　　　）
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin　■ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	■ Medical healthcare
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	■Others （Town factory community management）
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses　□Game console
Human resources skills			
□ Unity	□ Unreal Engine	□ C#	□ C++　■ JavaScript

Contact

• email:info@mp-strategy.com
• Tel: 050-3564-0019
• Contact webpage: https://mp-strategy.com/contact/

Company Profile

• Company name: MP-Strategy LLC
• URL ： https://happypano.work
• Representative: MEGURO Mitsuaki
• Location: 2-16-4 Hanazono Higashimachi, Higashiosaka City
• Sales offices/Main development center, etc. (Location) 27F, Namba SkyO, 5-1-60 Namba, Chuo-ku, Osaka City
• Capital: ¥1 million
• Employees: 4 (as of October 2023)

Main Businesses/Contents

・PR Points
　We have produced VR productions for **more than 50 manufacturing companies in Osaka.** We express the **"wonderful factory space", "commitment to manufacturing", and "attractiveness of workers"**.

・XR Business Overview
＜We provide marketing and branding services for companies.＞
　XR can be used to enhance product and brand storytelling, visually communicate unseen processes and technologies.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

【XR technology to showcase Osaka's machi-factories to the world】
Our mission is to use XR (Augmented Reality/Virtual Reality) technology to show the world the charms of Osaka's small factories. In particular, we have abundant experience and strength in the production of "virtual tours of factories," helping to open up the future of industry. We operate the OSAKA MACHI-FACTORY EXPO portal site under the theme of "communicating manufacturing to the world through DX. Through highly immersive virtual tours that make full use of the latest XR technology, we deliver the high level of technology and product appeal of Osaka's machi-factories to people around the world in real time.

【Study Meeting + Industry-Government-Academia Collaboration to Support the Entire Town's Factories】
We hold a study meeting once every two months to improve our knowledge of future manufacturing. We also actively conduct joint research with universities and hold seminars and events in cooperation with government and industrial organizations to support knowledge sharing and growth of the entire machi-factories. We are aiming to promote international exchanges and further expand recognition of Osaka's machi-factories.

【Promoted to the world by exhibiting at Expo Osaka/Kansai】
We will exhibit at Osaka-Kansai Expo from August 12 (Tue.) to 18 (Mon.), 2025. We see this as an excellent opportunity to directly appeal to the approximately 10,000 visitors to the Expo to showcase the technical capabilities and diversity of Osaka's a local factory and the attractiveness of the people who work there.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	2	Available
Engineer	Available	1	Available
Designer	Available	1	Available

XR Content Creation Records

Osaka Small Factory Expo website production (October 2020)

VR Quiz （November 2022）

Virtual Museum Paraart (Pure [June 2023])

Virtual KanKan Dementia Studies," experiencing the world of people with dementia

Award Winning/Media Coverage Records

・"Public Relations for Expo by Osaka Small Factory Expo Team," MBS Radio (March 2022)

・Appeared on MBS "The Navel of the Expo" (September 2024)

・Osaka Mint Cherry Blossom Viewing Virtual Tour

Compatible Languages

Japanese
English
Chinese
Vietnamese etc.

Creative Office Haruka
(Osaka City, Osaka Prefecture)

Creative Office Haruka (signature)

Contact

- email: info@360-panorama.jp
- Tel: 06-4967-9325
- Contact webpage: https://360-panorama.jp

Company Profile

- Company name: Creative Office Haruka
- URL：https://360-panorama.jp
- Representative: SUZUKI Haruka
- Location: 5-4-404 Kitahama Higashi, Chuo-ku, Osaka City, Osaka Prefecture
- Sales offices/Main development center, etc.: Same as above
- Capital: None
- Employees: 2 (as of October 2023)

Businesses			
Content creation			
■ VR	□ AR	□ MR	■ Others (photogrammetry)
Metaverse	□ Virtual space construction	□ Virtual space management	Digital twin □ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	□ Events	□ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	□ Smart glasses etc. □ Game console
Human resources skills			
□ Unity	□ Unreal Engine	□ C#	□ C++ ■ JavaScript

Main Businesses/Contents

- **Appeal points**

Creative Office Haruka helps improve branding and sales activities with highly functional VR content that offers high quality made possible by applying the still photography technique with a single-lens reflex camera to VR and reproduction with a high resolution of 500 million pixels.

- **XR business overview**

Creative Office Haruka provides a one-stop service for planning, filming, and editing a variety of VR content, with a focus on VR photographing and content creation.
The VR photos taken and produced by us are taken by professional photographers using single-lens reflex cameras, so they are as clear as regular photos. The resolution is extremely high at 500 million pixels (up to 5 billion pixels), which allows you to perceive even the finer details without diminishing the attractiveness.
In addition to being able to film and produce 360° VR videos, we also provide total creation services for live-action XR content, including AR creation using photogrammetry and content creation using HMD.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

◆ Provision of high-quality and high-resolution VR content

SUZUKI Haruka, the representative of Creative Office Haruka, was originally a professional photographer. She uses single-lens reflex cameras to photograph VR content using professional techniques, so her VR photos are clear and overwhelmingly superior to others.

In addition, since the photos are taken by professionals, we are able to provide extremely natural-looking VR photos even in harsh environments that are not normally suitable for photography, such as backlit areas that are too bright or extremely dark areas. The resolution is extremely high at 500 million pixels, so you can see and perceive even more details.

However, higher resolution photos inevitably result in larger amounts of data. Nevertheless, to ensure that you can view them comfortably and stress-free even in environments where the communication environment is unstable, we have incorporated a system capable of sending appropriate data according to the resolution of the monitor you are viewing and your viewing angle.

◆ Realization of communication that has shifted from *conveyance* to *sensation* by virtue of VR

People tend to think that action elements such as opening and closing doors cannot be introduced in VR photos. At Creative Office Haruka, we have created VR photo content with action elements and provide game-like VR content that you can freely control. With the content we create, you will not simply watch but also experience sensations.

Moreover, basic functions can be added to the content, such as videos, photos, pop-up functions for web pages, and AR display functions such as CG. Also, various functions tailored to the needs can be added and developed. Our customers affirm that we are able to provide custom-made VR content, which goes beyond simply putting into a format, so our services have been adopted in a variety of industries.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	Undisclosed	Not available
Engineer	Available	Undisclosed	Not available
Designer	Available	Undisclosed	Available

XR Content Creation Records

◆ Suma Aqualife Park Kobe

◆ Seika Town VR Tour

◆ Sankyo Frontier

Entertainment facilities Local government tourism VR

Major equipment manufacturer Showroom/Exhibition

Award Winning/Media Coverage Records

Compatible Languages

・ Japanese

Cross Reality Co., Ltd.
(Kyoto City, Kyoto Prefecture)

Contact

- email: xr@sus-g.co.jp
- Tel: 075-862-1806
- Contact webpage:
  https://www.crossreality.co.jp/contact/

Businesses			
Content creation			
■ VR	■ AR	■ MR	■ Others (educational projects, lectures, teaching materials provision, etc.)
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin □ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	□Retailing/EC	■ Others (human resources development)
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc. □Game console
Human resources skills			
■ Unity	□ Unreal Engine	■ C#	■ C++ ■ JavaScript

Company Profile

- Company name: Cross Reality Co., Ltd.
- URL：https://www.crossreality.co.jp/
- Representative: SAITO Kimio
- Head Office: 5F, Kyoto Mitsui Building, 8 Naginataboko-cho, Shijo-dori Karasuma Higashiiru, Shimogyo-ku, Kyoto City 600-8008
- Offices: VRIA Kyoto c/o Toei Studios Kyoto, 9 Uzumasa Nishi Hachioka-cho, Ukyo-ku, Kyoto City 616-8163
- Capital: ¥150 million
- Employees: 5 (as of December 2024)
- Shareholder composition: SUS Co., Ltd., 70%; Sanko Gakuen, 30%

Main Businesses/Contents

- Appeal points

As part of the Kyoto Prefecture's Uzumasa Media Park Initiative, the VR Innovation Academy Kyoto operates within Toei's Kyoto Studios. The academy conducts educational programs aimed at fostering experts and entrepreneurs in the XR and Metaverse fields. The "AR/VR Expert Training Program," is certified under the Ministry of Economy, Trade, and Industry's "Fourth Industrial Revolution Skill Acquisition Courses (Reskilling Courses)" and allows for tuition coverage via grants and subsidies. Since December 2024, we have also begun offering eLearning courses.

- XR business overview

We specialize in education and training in cutting-edge fields such as XR and the Metaverse, with a vision of contributing to corporate and institutional digital transformation (DX), reskilling, addressing labor shortages, and nurturing the next generation of talent. Increasingly,companies are using subsidies to enroll employees in these programs to support reskilling and in-house development initiatives. Additionally, we benefit from our close partnership with our parent company, SUS, which provides engineering dispatch services.

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Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

For the first two years after our establishment, we partnered with a global leader in XR technology to adopt their world-class curriculum, which has been implemented in over 20 countries to cultivate XR experts and entrepreneurs. Through this partnership, we gained access to their technical expertise and know-how. Building on this foundation, we adapted the curriculum to align with the specific needs of the Japanese market, while also planning, developing, and selling solutions tailored to the industry.

In 2021, in collaboration with Kyoto University of the Arts and the Association of Industry and Education, we conducted research and development that resulted in the creation of a Virtual Campus. This project also led to the commercialization of the Metaverse platform "VR Meet," which continues to be supported by our parent company, SUS. In 2022, as part of the Agency for Cultural Affairs' "Living History" initiative, we developed an edutainment app for the Former Imperial Villa Nijo-jo Castle that allows users to experience the Restoration of Imperial Rule through MR glasses. This app, developed using volumetric technology and the latest MR glasses, was featured on NHK News and other platforms.

In 2023, the "AR/VR Expert Training Program" received accreditation from both the Ministry of Economy, Trade, and Industry's "Fourth Industrial Revolution Skill Acquisition Course (Reskilling Program)" and the Ministry of Health, Labor, and Welfare's "Specialized Practical Education and Training Benefit Course." Since then, our focus has centered on providing educational services. This program allows students to gain a comprehensive understanding of XR development through two months of lectures and one month of practical development exercises. Starting in October 2024, we expanded the practical component of the program to include "AR Development" alongside the existing "Metaverse Development" track. By incorporating the latest industry needs and leveraging our experience in solution development, in partnership with SUS, we emphasize cultivating students with skills directly applicable to industrial development. Both individuals and corporations can take advantage of grants and subsidies to enroll.
Whether individuals or businesses, grants and subsidies are available to apply for. Shorter versions of our program, including Short Courses ② and ③, are also eligible for the Ministry of Health, Labor, and Welfare's "Human Resource Development Support Subsidy." Since December 2024, these subsidies have also been applicable to our eLearning courses. Additionally, we offer tailored training solutions for businesses and educational institutions upon request.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	3	Available
Engineer	Available	2	Available
Designer	Not available		Available

XR Content Creation Records

e Learning (December 2024～)

Experience the Restoration of Imperial Rule in MR Program by Living History in Kyoto Nijo-jo Castle Council (March 2022)

Joint research and development of a virtual open campus (metaverse) with Uryuyama Gakuen Kyoto University of the Arts (April 2021)
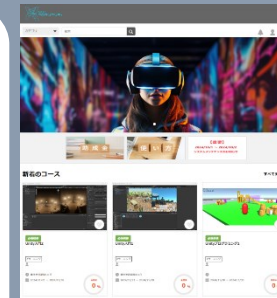
Award Winning/Media Coverage Records

The AR/VR Expert Training Program was certified by the Ministry of Economy, Trade and Industry as a Fourth Industrial Revolution Skills Course (Reskilling Course) and by the Ministry of Health, Labor and Welfare as a Professional Practical Education and Training Course (February 2023).

Excellence Award in Activity Category of XR Kaigi 2020 Awards (December 2020)

Compatible Languages

Japanese
English

Kobe Digital Lab Co., Ltd.
(Kobe City, Hyogo Prefecture)

We help you build the optimal metaverse experience according to your needs!

Contact

- email: info@kdl.co.jp
- Tel: 078-327-2280
- Contact webpage: https://www.kdl.co.jp/contact/

Businesses			
Content creation			
□ VR	■ AR	■ MR	□ Others ( )
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin / ■ Digital twin

Strong areas/Target industries			
■ Manufacturing	□ Construction	■ Education	□ Medical healthcare
□ Tourism/ Entertainment	□ Events	□ Retailing/EC	□ Others ( )

Compatible devices				
□ PC	□ Smartphone	■ HMD etc.	■ Smart glasses etc.	□ Game console

Human resources skills				
■ Unity	□ Unreal Engine	■ C#	□ C++	■ JavaScript

Company Profile

- Company name: Kobe Digital Lab Co., Ltd.
- URL: https://www.kdl.co.jp
- Representative: NAGAYOSHI Ichiro
- Location: 5F, Shin Crescent Building, 72 Kyomach., Chuo-ku, Kobe City, Hyogo Prefecture
- Sales offices/Main development center, etc. (Location) 5F, Shin Crescent Building, 72 Kyomachi, Chuo-ku, Kobe City, Hyogo Prefecture
- Capital: ¥50 million
- Employees: 157 (as of October 2022)
- Sales (2022): ¥1.74 billion

Main Businesses/Contents

- Appeal points

The only company in the Kansai region certified as a development partner company by Microsoft (MRPP)
A lot of experience in developing applications using Microsoft HoloLens 2
**MR engineers awarded a Microsoft MVP for mixed reality**

- XR business overview (key points)

Kobe Digital Lab has focused on the future potential of XR technology since the dawn of HMD and has directed its efforts towards developing XR applications. In particular, we have been conducting continuous research and development on Microsoft HoloLens since its release. We are the only Kansai company certified by Microsoft to the Mixed Reality Partner Program (MRPP). We provide an all-in-one service for the work required when introducing an XR device, ranging from XR application planning to device selection, 3D model creation/supervision, application development, and on-site installation support. We also hold on-site seminars (for a fee) for companies considering introducing XR devices. Seminar programs include technical verification before on-site implementation and lectures on device operation. In addition to one-off development contracts and implementation seminars, we are also working on the development of our own services. We plan to launch a beta version of Exude in early 2024. Exude is a business metaverse service for industrial applications that enables multiple people to share 3D models in real time using Microsoft HoloLens.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

The only company in the Kansai region certified as a development partner company by Microsoft (MRPP)

A lot of experience in developing applications using Microsoft HoloLens 2

MR engineers awarded a Microsoft MVP for mixed reality
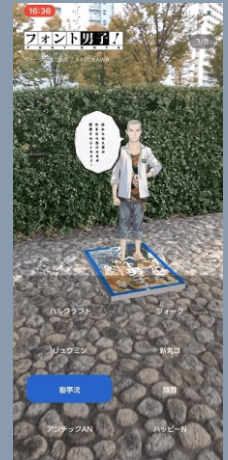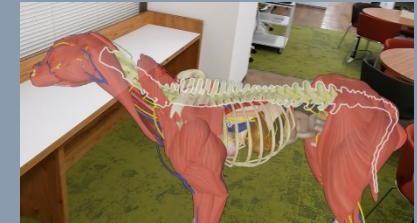
XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	2	Available
Engineer	Available	3	Not available
Designer	Available	1	Available

XR Content Creation Records

Post on the Windows Blog: Certification to Microsoft Mixed Reality Partner Program (MRPP) (2018)

Post on MoguLive: Demonstration of AR app for manga *Font Boys!* with particular attention to speech balloons (2019)

Post on the Windows Blog: Kobe Digital Lab and Human Animal Bond jointly developed Digital Anatomy MR for educational institutions to actively learn about the inside of a dog's body using HoloLens 2 and started operation at three schools (2022).

Award Winning/Media Coverage Records

Post on the Windows Blog: Certification to Microsoft Mixed Reality Partner Program (MRPP) (2018)

Post on MoguLive: Demonstration of AR app for manga *Font Boys!* with particular attention to speech balloons (2019)

Post on the Windows Blog: Kobe Digital Lab and Human Animal Bond jointly developed Digital Anatomy MR for educational institutions to actively learn about the inside of a dog's body using HoloLens 2 and started operation at three schools (2022).

Compatible Languages

Japanese

GONENGO LLC
(Osaka City,
Osaka Prefecture)

Businesses			
Content creation			
■ VR	■ AR	■ MR	□ Others ( )
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin □ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	■ Medical healthcare
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc. □Game console
Human resources skills			
■ Unity	■ Unreal Engine	■ C#	■ C++ ■ JavaScript

Contact

- email: info@gonengo.com
- Tel: 050-5326-8445
- Contact webpage: https://gonengo.co.uk/contact/

Company Profile

- Company name: GONENGO LLC
- URL：https://gonengo.co.uk/
- Representative: SUZUKI Xin
- Location: 1-18-8 Honjo Higashi, Kita-ku,
- Sales offices/Main development center, etc.
  (Location) Same as above
- Capital: ¥5.55 million
- Employees: 11 (as of October 2023)
- Sales (FY2023): Not disclosed

Main Businesses/Contents

- Appeal points
Gonengo handles everything from planning to development, maintenance, and operation. In this industry, many companies are headquartered in Tokyo. Gonengo has its head office in Osaka, solves problems faced by local companies and communities, and has received high praise. In doing so, Gonengo adheres to *locally-driven development* (local creation of projects, team building among local development members, and local implementation of projects until completion, rather than outsourcing work to Tokyo or overseas).

- XR business overview
Our consultation services are available free of charge on all matters related not only to contracted development, but technical advices, planning for XR experience sessions, hackathons and in-house study sessions, new businesses, community building, and XR classes at schools. Feel free to contact us.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Our staff has a wide network of engineers and creators outside the company. They have planned and operated **over 350** tech events such as study sessions, experience sessions, and hackathons related to XR, in collaboration with Kansai-based engineer communities such as Osaka-Driven Dev. and Appcon. As vocational school instructors, they also **train XR creators through classes**.

In March 2017, before the word "XR" had penetrated Japan, the **XR Meeting** started led by the Gonengo staff. It has been well received by many engineers and creators as a place to share **the latest XR technology and knowledge**. **From 20:00 on the third Wednesday of every month**, we **stream live on YouTube** in collaboration with engineer communities in five locations nationwide. For the latest event information, please check the QR code on the right.

In addition, Gonengo is an official sponsor of the U-Next Pirates, a team in the professional mahjong league **Daiwa Securities M League**, and provides content that conveys the fun of the latest technology through XR works using the motif of mahjong. Gonengo's **mahjong club** character **Piryan** (character on the right) is popular on X (formerly Twitter) with 1,500 followers. The mahjong club is held once a month with engineers, startups, and students both inside and outside the company. Why not sit around the table and have fun talking about XR and the near future?

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	3	Available
Engineer	Available	7	Available
Designer	Available	2	Available

XR Content Creation Records

U-Next Pirates "Tell me! Pirates: Gonengo's mahjong"

VR app MIERU created through joint research with Gondo Laboratory, Graduate School of Human Sciences, Osaka University
Virtual space creation Virtual 5.6

VR app Punch de Kokushi Muso

VR app VR Mazoku Room Yamiten

MR app Make Shuntsu! and many other products

Award Winning/Media Coverage Records

Community Activities Contribution Award (Osaka-Driven Dev. Community), Microsoft Japan Co., Ltd.

"VR experience event at Osaka Institute of Technology to celebrate the decision hold Expo 2025," Mainichi Shimbun

"Aiming to reproduce the five senses—Expo 2025 aims to attract 8 billion visitors with VR," Sankei Shimbun

"Future life envisioned through the Expo—New ideas from young people and foreigners," Nikkei newspaper (lead story on front page), and more

Compatible Languages

Japanese
English
Chinese

ZIZO Co., Ltd.
(Osaka City, Osaka Prefecture)

Contact

https://www.zizo.ne.jp/contact/

Businesses				
Content creation				
■ VR	■ AR	■ MR	□ Others (	)
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin	□ Digital twin
Strong areas/Target industries				
■ Manufacturing	■ Construction	■ Education	■ Medical healthcare	
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	□ Others (	)
Compatible devices				
■ PC	■ Smartphone	■ HMD etc.	□ Smart glasses etc.	□ Game console
Human resources skills				
■ Unity	□ Unreal Engine	□ C#	□ C++	■ JavaScript

Company Profile

- Company name: ZIZO Co., Ltd.
- URL：https://www.zizo.ne.jp/
- Representative: NAKASHIMA Munenori, KAWAGUCHI Satoshi
- Location: 10F, Kyomachibori Center Building, 1-17-16 Kyomachibori, Nishi-ku, Osaka City
- Capital: ¥8.5 million
- Employees: 50 (as of October 2023, including group company ZIZO Design Co., Ltd.)

Main Businesses/Contents

- Appeal points
ZIZO is a creative agency based in Japan. It strategically works for success in your corporate and product branding and promotion by virtue of creativity and technology.
Our offices are located in Tokyo, Osaka, and Nagoya, so please come and visit us.

- XR business overview
To meet your needs for B-to-B MR as well as for B-to-C VR and AR exhibitions, events, and promotions, our system is in place being capable of planning, designing, and conducting development that support a variety of devices.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We create a variety of content outside the XR field as well. Accordingly, we have members with expertise in areas such as marketing, creative planning, UX/UI, video, editing, copywriting, design, and technical fields. These assets are leveraged to create content that expands the real experience.
Furthermore, we handle many overseas projects, so we can meet your needs for content creation in multiple languages.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	28	Available
Engineer	Available	10	Available
Designer	Available	11	Available

XR Content Creation Records

Shima City My Starry Night (January 2021)

https://stars.shima-nature-school.jp

https://zizo.ne.jp/starry_night/opening/

Award Winning/Media Coverage Records

CSS Design Awards (Borraginol Town, Ku:P, Splice, Harima Brewery Country, We are ZIZO)
Awwwards (Borraginol Town, Ku:P, Splice, Harima Brewery Country, We are ZIZO)
FWA (ZIZO PARTY!, We are ZIZO)
Osaka Copywriters Club OCC Award (Nihon Recycle)

Compatible Languages

Japanese, English, French, Spanish, Chinese

SYMUNITY GROUP
(Osaka City, Osaka Prefecture)

Real&Virtual Experience Provider

Contact

- email:
- Tel: 06-7174-8985
- Contact webpage: https://www.takenaka-co.co.jp/contact/

Company Profile

- Company name: Symunity Group (Takenaka Co., Ltd.)
- URL： https://www.symunity.co.jp/
  https://www.takenaka-co.co.jp/
- Representative: TAKENAKA Hideaki
- Location: Tempozan Symunity Building, 3-1-43 Chikko, Minato-ku, Osaka City, Osaka Prefecture 552-0021
- Sales offices/Main development center, etc. (Location)
- Capital: ¥99.84 million
- Employees: 200 (as of October 2023)
- Sales: ¥5 billion

Businesses				
Content creation				
■ VR	■ AR	■ MR	□ Others（　　　　）	
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin	□ Digital twin
Strong areas/Target industries				
□ Manufacturing	□ Construction	□ Education	□ Medical healthcare	
■ Tourism/ Entertainment	■ Events	□Retailing/EC	□ Others（　　　　）	
Compatible devices				
■ PC	■ Smartphone	■ HMD etc.	□ Smart glasses etc.	□Game console
Human resources skills				
■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Main Businesses/Contents

- Appeal points
We provide comprehensive content packages that combine various technologies such as video, audio, and ICT solutions.

- XR business overview
(Key points)
- XR studio construction
- XR live event total operation
- AR/VR content creation
- EMORIS (An application that visualizes user reactions in a sweet and nostalgic way.)

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

The Symunity Group is a creative company that creates *unforgettable experiences* without being bound by existing frameworks, utilizing various means ranging from the latest technology to analog methods.
XR is just one service that the company offers. Its specialized staff will help you create and realize the world you want to see.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	10	Not available
Engineer	Available	5	Available
Designer	Available	5	Not available

XR Content Creation Records

J-WAVE Innovation World Festa 2021
The 2nd XR Fair Tokyo

Award Winning/Media Coverage Records

An award and a prize at Kukan Design Award 2022 (September 2022)

Compatible Languages

Japanese
English

Skeleton Crew Studio Co., Ltd.
(Kyoto City, Kyoto Prefecture)

Skeleton Crew Studio

Contact

- email: info@skeletoncrew.co.jp
- Tel: 075-746-5171

Company Profile

- Company name: Skeleton Crew Studio Co., Ltd.
- URL：https://skeletoncrew.co.jp/
- Representative: MURAKAMI Masahiko
- Location: 110 Machigashira-cho, Nakagyo-ku, Kyoto City, Kyoto Prefecture 604-8206
- Capital: ¥1 million
- Employees: 28 (as of April 2023)

Businesses			
Content creation			
■ VR	■ AR	■ MR	■ Others (games)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin / ■ Digital twin
Strong areas/Target industries			
■ Manufacturing	☐ Construction	☐ Education	☐ Medical healthcare
■ Tourism/ Entertainment	■ Events	☐ Retailing/EC	■ Others (games)
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	☐ Smart glasses etc. / ■ Game hardware
Human resources skills			
■ Unity	■ Unreal Engine	■ C#	■ C++ / ■ JavaScript

Main Businesses/Contents

- ● Appeal points
- • We continue to create new value by deploying game technology (game engine skills, game design, and communications) in other industries.
- • We host and operate the international indie game event BitSummit and has a wide network centered around games.

- ● XR business overview
- • We also have a wide range of experience in metaverse development using game engines and web technology (virtual exhibitions, etc.) as well as VR and AR content development.
- • We also conduct event management projects for industrial promotion in collaboration with the Kyoto prefectural and municipal governments.

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Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Skills and knowledge: We have a wide range of development capabilities, from front-end to networks.
Our development experiences include game engines (Unity and UnrealEngine), interactive content using camera sensing, web AR (8th wall, etc.), web GL (Three.js, etc.), and network engineering (AWS, etc.). Currently, we are working on developing VR games. To date, we have developed content jointly with local governments (VR Space of Kimotsuki Town, Virtual Dinosaur Museum of the Fukui Virtual Dinosaur Exhibition Executive Committee, etc.) and with major agencies. We have also developed dinosaur experience content and proposal-based content in-house.
We can handle everything including planning, creation, development, and management.
We also have the expertise required for game and content planning. In addition, to contribute to industrial development in games and the XR business, we have been hosting, planning, and operating the international indie gaming event BitSummit for 11 years. We implemented the Kyoto Prefecture AR/VR Promotion Utilization Project (2019–2022). One program of the project Creative Garden Kyoto, an outdoor AR art exhibition, was planned and operated by us (November 2022). In March 2023, we held Synergy Link Kyoto together with Kyoto Chiesangyo Sozonomori, by which we revitalized the promotion of the XR industry in Kyoto. Currently, we are running a latest-technology skills course as a training project for young creators in collaboration with the Kyoto Municipal Government (from April 2023). Our strength is not limited to games. We have been hosting, planning, and managing the art event Unknown Asia for 9 years.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	4	Available
Engineer	Available	10	Available
Designer	Available	4	Available

XR Content Creation Records

- Mitsubishi Motors MI-Tech Concept VR Experience, Hakuhodo Product's Inc. (September 2019)
- Shaman King AR Stamp Rally (August 2021)
- Virtual Park Kyoto, Kyoto Prefectural Government and Kyoto Industry 21 (March 2020)
- Asahido Co., Ltd. VR Gallery Asahido (March 2021)
- Kakekko AR, Hakuhodo Product's Inc./Japan Sports Agency (December 2022)

Award Winning/Media Coverage Records

Kyoto Digital Amusement Award "Game & Interactive Content Category" (February 2022)

Compatible Languages

Japanese
English
German
Chinese

Xooms Co., Ltd.
(Kobe City, Hyogo Prefecture)

We create new XR experiences with our high technological capabilities!

Contact

- email: otoiawase@xooms.co.jp
- Tel: 078-977-9377
- Contact webpage: Please send us email.

Businesses			
Content creation			
■ VR	■ AR	■ MR	■ Others (all kinds of interactive content)
Metaverse	□ Virtual space construction	□ Virtual space management	Digital twin □ Digital twin
Strong areas/Target industries			
■ Manufacturing	□ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	□ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc. □ Game console
Human resources skills			
■ Unity	□ Unreal Engine	■ C#	□ C++ ■ JavaScript

Company Profile

- Company name: Xooms Co., Ltd.
- URL：https://xooms.co.jp/
- Representative: YASUDA Atsuhiko
- Location: 3F, Motomachi-Henry Building, 5-3-16 Motomachi-dori, Chuo-ku, Kobe City, Hyogo Prefecture 650-0022
- Sales offices: Knowledge Capital Collaboration Office nx, Grand Front Osaka North Building, 3-1 Ofuka-cho, Kita-ku, Osaka City, Osaka Prefecture
- Capital: ¥8 million
- Employees: 1 (as of October 2023)

Main Businesses/Contents

- Appeal points
As a *scientific content creator*, our strength lies in our ability to develop content that proactively incorporates new technology. We are working on a wide range of fields, from entertainment and education to industrial content, while forming alliances with external partners. Your needs for unprecedented *experimental* endeavor are welcome!

- XR business overview
We have been working on VR, AR, and MR from an early stage as technology-oriented content. In particular, we have mostly used Unity for content creation and have accumulated experience and expertise accordingly. We also have experience with Typescript/Javascript and Python. Moreover, our technology encompasses image analysis and sensing.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Xooms is a scientific content creator founded by an engineer formerly working at an aerospace manufacturer. Under the slogan "Everything in life is an experiment," it creates and develops *one-of-a-kind* content that incorporates new technology. In particular, it has been working on the development of various types of interactive content using VR, XR, and MR as well as cameras and sensors from an early stage and has accumulated expertise. Its goal is to create content that can be enjoyed by the general public by using technology but not putting it too front-and-center. It is confident in its technical capabilities and responsiveness for that purpose.

Based at Knowledge Capital The Lab at Grand Front Osaka, we vigorously conduct demonstration experiments on new content and hold experience events for various types of content such as VR, AR, and XR.

Taking advantage of the mobility of a small company, we have adopted an alliance system that collaborates optimally with external partner companies and freelancers, further increasing the quality, speed, and coverage required for projects, and creating unprecedented content. We are accelerating technology development necessary for this purpose.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	1	Available
Engineer	Available	Undisclosed	Available
Designer	Not available		Available

XR Content Creation Records

MR experiential game Virtual Drone
VR calligraphy performance Floating Calligraphy
Interactive picture book *Kishiman*, etc.
VR tourism animation *Road to Saioh*
VR driving simulator for expressway design work
VR exhibition content Future Parking Lot
VR app for maintenance work training
AR work support app for boiler maintenance, and more

Award Winning/Media Coverage Records

[Awards] Knowledge Capital Innovation Awards (Virtual Drone in 2017, VR Calligraphy/Floating Calligraphy in 2018), OPLINEPRIZE in France (2022); [TV Appearances] Nippon Television "Sukkiri" (VR Calligraphy/Floating Calligraphy in Jan 2022), NHK "Good Morning, Japan"(Xooms Lab@Knowledge Capital The Lab. in Jun 2023); [Overseas exhibitions] Ars Electronica 2015 in Austria; SXSW 2016 & 2017 Virtual Drone in the United States

Compatible Languages

(Records)
Japanese, English, Chinese, Korean, Spanish

Tanaka Printing Co., Ltd.
(Hikone City, Shiga Prefecture)

Contact

- email: webmaster@tanakaprint.co.jp
- Tel: 0749-22-0362
- Contact webpage:
  https://www.tanakaprint.co.jp/contacts

Company Profile

- Company name: Tanaka Printing Co., Ltd.
- URL： https://www.tanakaprint.co.jp/
- Representative: Representative Director TANAKA Yuichi
- Location: 1042-1 Koizumi-cho, Hikone City, Shiga Prefecture
- Sales offices/Main development center, etc. (Location) Same as above
- Capital: ¥10 million
- Employees: 8 (as of October 2023)
- Sales (FY2023): ¥126,183,000

Businesses			
Content creation			
■ VR	■ AR	□ MR	□ Others ( )
Metaverse	□ Virtual space construction	□ Virtual space management	Digital twin / □ Digital twin
Strong areas/Target industries			
■ Manufacturing	□ Construction	□ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	□ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	□ HMD etc.	□ Smart glasses etc. / □ Game console
Human resources skills			
■ Unity	□ Unreal Engine	■ C#	■ C++ / ■ JavaScript

Main Businesses/Contents

- Appeal points

We are capable of everything from the production of CG characters to the development of AR, VR, virtual mannequins, and 3D holographic fan.

- XR business overview
Web AR, web AR + web stamp rally

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Our strength is that we can create CG characters and select the most appropriate media based on the customer's usage.

Our media include virtual mannequins, cubic screens, web AR, web AR + web stamp rallies, 3D holographic fans, and mirror signage. We can produce these media, so our customers can rely on us regarding everything from content to playback equipment. Our services are convenient for them, eliminating their needs to have meetings with multiple vendors.

If you are exhibiting at an exhibition, we can also undertake the production of a booth at the exhibition venue.

We can also sell and install LED signage for outdoor advertising.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	1	Available
Engineer	Available	1	Available
Designer	Available	1	Available

XR Content Creation Records

March 2021: Warlord Takenaka Hanbei CG Character/Web AR for Tarui Town Tourism Association, Gifu Prefecture

Award Winning/Media Coverage Records

October 2011: Creative Business Award, Osaka Creations Exchange 2011
December 2021: "Good Morning, Kansai," NHK morning TV program
https://www4.nhk.or.jp/P2849/

Compatible Languages

Japanese

Happy Life Creators Co., Ltd.
(Osaka City, Osaka Prefecture)

Happy life creators

Contact

- email:sales@happylifecreators.com
- Tel: 06-4256-4974
- Contact:
  https://www.happylifecreators.com/contact

Company Profile

- Company name: Happy Life Creators Co., Ltd.
- URL：https://www.happylifecreators.com/
- Representative: MAKINAGA Shin
- Head office: 701, Shin-Osaka Nichidai Building,
  3-18-9 Nishinakajima, Yodogawa-ku, Osaka City 532-0011
- Sales offices/Main development center, etc.
- Tokyo Branch: 805, Daimon Urbanist, 2-3 Shiba Daimon,
  Minato-ku, Tokyo 105-0012
- Capital: ¥3 million
- Employees: 14 (as of October 2023)
- Sales (FY2022): ¥112,623,519

Businesses				
Content creation				
■ VR	■ AR	■ MR	□ Others（　　　　　　　）	
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin	■ Digital twin
Strong areas/Target industries				
■ Manufacturing	■ Construction	■ Education	■ Medical healthcare	
■ Tourism/ Entertainment	□ Events	□Retailing/EC	■ Others (research and development)	
Compatible devices				
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc.	□Game console
Human resources skills				
■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Main Businesses/Contents

- Appeal points
Our strength (1) Development system and technical capabilities independent of hardware
Our strength (2) Flexibility and speed enabling us to handle everything from proposal to development in-house
Our strength (3) Expertise and track record of long-term involvement in the wearable industry

- XR business overview
The company's CEO and executives have a background in hardware development for wearable devices. They launched a software development company based on the expertise they have acquired over many years. We have a track record of development related to XR, including business DX, entertainment, and research and development. Notably, we have a development system that can support all kinds of wearable devices.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We are a software development company made up of members who love development work!
Since our core members have a background in creating wearable devices, we are able to not only create software but also propose optimal hardware and develop device-independent XR software.
Our experience in XR software development includes smart glass solutions for use at work sites, VR-based entertainment content, research and development using MR devices, and apps that link wearable devices with other devices.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	Undisclosed	Available
Engineer	Available	4	Available
Designer	Available	Undisclosed	Not available

XR Content Creation Records

- Development of a remote distribution system for Takatsuki General Hospital (June 10, 2019)

- VR content for Muramura LLC (September 7, 2019)

- Development of a work support system for Biprogy Inc. (May 22, 2020)

Award Winning/Media Coverage Records

- The Yomiuri Shimbun newspaper published an article about remote delivery of surgical procedures using our smart glasses (August 25, 2021)
- Kansai VR/AR/MR company catalog issued by the Ministry of Economy, Trade and Industry, Kansai Bureau, METI (March 24, 2023)

Compatible Languages

Japanese

35

Fine Co., Ltd.
(Osaka City, Osaka Prefecture)

Our corporate philosophy is "To become a reliable presence that can turn people's thoughts into reality."

Contact

- Tel: 06-6448-0013
- Contact: https://www.fine-d.co.jp/contact/contact.html

Businesses			
Content creation			
■ VR	■ AR	□ MR	■ Others（Image generation AI）
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin □ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	□ Medical healthcare
□ Tourism/ Entertainment	■ Events	□Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	□ Smart glasses etc. □Game console
Human resources skills			
■ Unity	■ Unreal Engine	■ C#	■ C++ ■ JavaScript

Company Profile

- Company name: Fine Co., Ltd.
- URL：https://www.fine-d.co.jp/
- Representative: FURUKAWA Takeshi
- Location: 11F, JMF Building Higobashi 01, 1-5-16 Edobori, Nishi-ku, Osaka City
- Sales offices/Main development center, etc. (Location) 8F, Neox Shinjuku Building, 1-9-1 Shinjuku, Shinjuku-ku, Tokyo
- Capital: ¥30 million
- Employees: 70 (as of October 2023)
- Sales: Undisclosed

Main Businesses/Contents

- Appeal points
In the field of presentation of VR residential space, we obtained a patent in December 2019 for "virtual reality display system, virtual reality display method, and computer program." We have developed unique VR content and VR tools that take advantage of this patent.
These products have been adopted by major house builders.

- XR business overview
Focusing on VR as early as in 2013, we started technological research and development.
Utilizing the expertise cultivated through architectural perspective production, we have developed high-quality VR residential model houses and VR systems for individual residences that can easily convert and present CAD data of each client using VR.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

One reason why Fine's VR presentation system is adopted is that it can perform effective VR simulation using patented technology. Fine began developing VR applications as early as 2013. The company filed a patent application in June 2015, the year before 2016, which is known as "the first year of VR." It obtained a patent entitled "Virtual reality display system, virtual reality display method, and computer program (Patent No. 6629528)" in December 2019.

The patented technology allows the user wearing a head-mounted display to operate the user interface displayed in the VR space and implement VR simulations of buildings and interiors. The user can change the floor plan and structure and simulate the colors and materials of the walls, the height of the floor and ceiling, opening and closing of windows and doors, and furniture arrangement.

Conventional VR presentation systems are passive tools with which an operator controls a VR space on a PC and the customer simply views the VR space with a head-mounted display. In contrast, the VR presentation system using this patent allows customers to operate the VR space themselves. Being able to simulate a VR space, the customer has an increased sense of immersion, which makes it easier for the business to understand customer needs and lead to more effective presentations and business negotiations.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	5	Not available
Engineer	Available	9	Available
Designer	Available	5	Not available

XR Content Creation Records

- Housing VR

- Autopers VR

- VR model room creation for Upgrade Co., Ltd. (August 2022)

Award Winning/Media Coverage Records

- Newview Award—an XR content award in fashion, culture, and art fields (November 2020)

Compatible Languages

Japanese
English

Fujikawa SmartTech
(Sakai City, Osaka Prefecture)

We constantly meet new challenges.

We help you realize your vision!

Contact

- email: info@magicalheart.jp
- Tel: 072-350-0559
- Contact webpage
  https://www.magicalheart.jp

Company Profile

- Company name: Fujikawa SmartTech
- URL：https://fujikawa-jushi.co.jp
- Representative: FUJIKAWA Katsuya
- Location: 814 Tajii, Mihara-ku, Sakai City, Osaka Prefecture
- Sales offices/Main development center, etc.
  (Location) Same as above
- Capital: ¥5 million
- Employees: 9 (as of October 2023)
- Sales (FY2022): ¥140 million

Businesses			
Content creation			
■ VR	■ AR	☐ MR	☐ Others ( )
Metaverse	☐ Virtual space construction	☐ Virtual space management	Digital twin ┃ ■ Digital twin
Strong areas/Target industries			
■ Manufacturing	☐ Construction	☐ Education	■ Medical healthcare
☐ Tourism/ Entertainment	☐ Events	■ Retailing/EC	☐ Others ( )
Compatible devices			
■ PC	■ Smartphone	☐ HMD etc.	☐ Smart glasses etc. ┃ ☐Game console
Human resources skills			
■ Unity	☐ Unreal Engine	☐ C#	☐ C++ ┃ ■ JavaScript

Main Businesses/Contents

Appeal points
- **A diverse line of businesses:** We cover a wide range of tasks, everything from product design to marketing, to meet the diverse needs of our customers.
- **High reproducibility and realism:** We strive for quality and realism with 3D content that faithfully reproduces every detail.
- **Unique technical capabilities:** Commercialization of advanced digital twin technology and predictive mold maintenance systems.
- **XR business overview**
- **Metaverse and VR content:** We create immersive metaverse experiences and VR content.
- **Providing valuable solutions:** We provide high value with unique content that responds to special needs.
- **Utilization of digital twin technology:** We utilize digital twin technology to develop efficient maintenance systems and explore new possibilities in the manufacturing industry.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We have been involved in a wide range of work, from product design, product development, and product refinement to marketing of developed products. In particular, when producing 3D CG content, we strive to pursue realistic reproduction based on drawings.

For example, if there is a 0.1 mm gap in an actual product, we provide 3D CG content that faithfully reproduces every detail of the gap.
We also handle special content that is difficult for our competitors to provide. Examples include content on mechanical equipment operating in the metaverse space and 3D content that allows you to step inside a moving machine and observe its operation. Furthermore, we have proven digital twin technology that attaches sensors to actual machines and moves 3D models using the signals sent. We have also commercialized a predictive maintenance system for molds.

These achievements and technical capabilities have given us a unique position in the industry. We are confident that we are able to provide high-value solutions to our customers.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	2	Available
Engineer	Available	1	Available
Designer	Available	1	Available

XR Content Creation Records

- Trade fair exhibition for an injection molding machine manufacturer (October 2017)
- Sales tools for a grain dryer manufacturer (March 2018)
- Sales tools for a measuring instrument manufacturer (August 2018)
- Marketing tools for a motorcycle parts manufacturer (February 2022)
- Sales tools for a water treatment equipment manufacturer (August 2023)
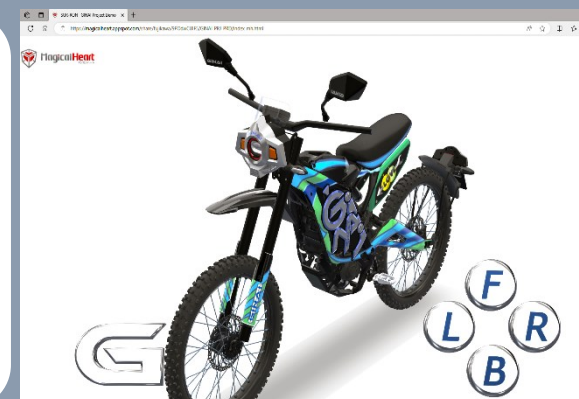
Award Winning/Media Coverage Records

Shimano Manufacturing Special Award (Shimano Foundation) (September 2020)

President interview, Nikkan Kogyo Shimbun (November 17, 2022)

Compatible Languages

Japanese
English

Hologram Co., Ltd.
(Osaka City, Osaka Prefecture)

Contact

- email: info@ho-lo.jp
- Contact: https://ho-lo.jp/contact/

Businesses			
Content creation			
■ VR	■ AR	■ MR	□ Others （ ）
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin / ■ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	□Retailing/EC	□ Others （ ）
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc. / □Game console
Human resources skills			
■ Unity	■ Unreal Engine	■ C#	■ C++ / ■ JavaScript

Company Profile

- Company name: Hologram Co., Ltd.
- URL：https://ho-lo.jp/
- Representative: YAMAJI Naoaki
- Location: 2-1-1 Minamihonmachi, Chuo-ku, Osaka City
- Sales offices/Main development center, etc. (Location)
- Capital: ¥12.89 million
- Employees: 7 (as of August 2023)

Main Businesses/Contents

- Appeal points
Our strength is that we can develop both software and hardware in-house, ranging from the development of applications related mainly to MR—as well as to AR and VR—to the development of MR glasses and wearable devices that allow you to operate and experience these technologies at a low cost.

- XR business overview
We cover a wide range of XR businesses for consumers (C) and businesses (B), ranging from smartphone apps that allow general consumers to easily experience XR to the development of industrial app using HoloLens.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Wearable devices bring the enjoyment and experience of XR technology closer to home. Regarding the development of wearable devices, we have concluded a technical advisory agreement with Professor TSUKAMOTO Masahiko of Kobe University Graduate School of Engineering, who is a leading expert in wearable computer research. The aim of this agreement is to enable us to create one-of-a-kind devices with ideas not found in major companies by participating in monthly research meetings, including the development of Dangura and the scouter-type AR glass Holoster.

To improve our skills in XR technology, we believe that engaging in collaboration, cooperation, and friendly competition in all directions with relevant companies and communities is essential, rather than working on our own. Based on this belief, we are actively involved in holding and managing study meetings, exhibitions, hands-on programs, contests, and hackathons in addition to development projects. Our achievements have earned us support and sponsorship from many leading XR companies.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	1	Available
Engineer	Available	5	Available
Designer	Available	1	Available

XR Content Creation Records

Maze Maker MR
CarShowroom
DinosaurWorld
SolarSystem
Holochan

Award Winning/Media Coverage Records

iRooBO Award, 5G X Impact Business Idea Contest 2022; Osaka City Shinkin Bank Award; Mitsubishi Electric Award"New proposal for wearable devices in the era of XR," Nikkan Kogyo Shimbun
Selected for the feasibility study support program for improving productivity of small and medium-sized enterprises

Compatible Languages

Japanese
Chinese
English

Meidansha Inc.
(Osaka City, Osaka Prefecture)

明段舎株式会社
MEIDANSHA inc.

Contact

- email: info@meidansha-co.com
- Tel: 06-7410-5796
- Contact webpage: https://meidansha-co.com/quote/

Company Profile

- Company name:
- URL：https://meidansha-co.com/
- Representative: Daniel Brown
- Location: 2-7-11 Tenma, Kita-ku, Osaka City, Osaka Prefecture
- Sales offices/Main development center, etc. (Location) 1-2-28 Miyuki-cho, Miyakojima-ku, Osaka City, Osaka Prefecture
- Capital: ¥2 million
- Employees: 0 (as of November 2023)
- Sales: ¥11.83 million (FY2023)

Businesses			
Content creation			
■ VR	■ AR	■ MR	□ Others ( )
Metaverse	□ Virtual space construction	□ Virtual space management	Digital twin / ■ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	□ HMD etc.	□ Smart glasses etc. / □Game console
Human resources skills			
□ Unity	■ Unreal Engine	□ C#	□ C++ / □ JavaScript

Main Businesses/Contents

- Appeal points
We are a company with a wealth of experience working with companies ranging from small to medium-sized enterprises to large corporations.
Our achievements include a virtual tour that was nominated for the 2022 Digital Twin Awards sponsored by Matterport.
Our representative, Daniel Brown, is from Australia. From a global perspective, we have created virtual tours for foreign hotels and entered into exclusive business partnership agreements with RSET (U.S.A.) and MPEmbed (Canada). As their agency in Japan, we support production companies in the same industry.

- XR business overview
We create 3D spaces based on digital twin technology and virtual tours using high-resolution filming. For details, see "Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)."

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We use point cloud data editing software extensively to edit data surveyed by laser scanners. Commonly used software products include CloudCompare, MeshLab, and Autodesk Recap Pro, as well as PTGUI, Hugin, and Photomatix, which are 360-degree photo and HDR software products, and 3D Vista and Matterport (and Matterport's SDK development engine), which are virtual tour creation software products.
A video explaining the process of editing point cloud data is uploaded below.
https://vimeo.com/837600736?share

Regarding hardware, we use state-of-the-art surveying instruments Leica BLK G1 and Matterport Pro2, various 360-degree cameras, a high-resolution single-lens reflex camera Sony α7RⅣ, and a drone Mavic 2 Pro. Regarding drones, the representative has the national qualification "Unmanned Aerial Vehicle Operator Proficiency Certificate 2nd Class."

We are also able to create AR experiences using digital twin technology. Please view the video found at the following URL.

As a company specializing in digital twin production, we sometimes deliver surveyed spatial data to companies that specialize in Unity, Unreal Engine, Blender, or the like. By doing so, game-like product development by companies that specialize in Unity, Unreal Engine, and Blender can be complemented with authentic textures and presence given to metaverse experience.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	1	Not available
Engineer	Available	3	Available
Designer	Available	1	Not available

XR Content Creation Records

- Digital twin-based AR experience
- Japan Pearl Center (Japan Pearl Exporters' Association)
- Virtual Cattleshed (Japanese Cattle Competitive Exhibition in Kagoshima, Kagoshima Prefecture
- Olympic Agora, an official program by the Olympic Foundation for Culture & Heritage
- "First Daigokuden-in South Gate" in the Heijo Palace Site Park, the restoration project record of the Ministry of Land, Infrastructure, Transport and Tourism
- Whiskey House, Suntory Yamazaki/Hakushu
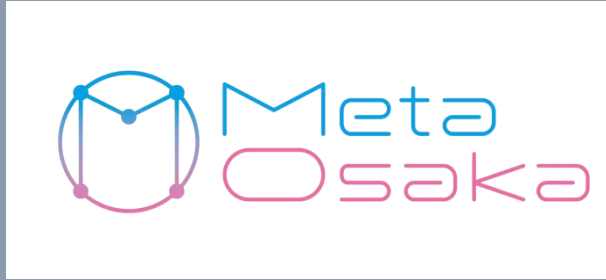
Award Winning/Media Coverage Records

October 2022: Nomination for the Digital Twin Awards sponsored by Matterport   (Production name: Virtual Cattleshed)
September 2020: "The reason why I live in Japan," BS Tokyo TV   (https://www.youtube.com/watch?v=taQooj5Nd08&t=1s)
November 2024: English language interview on WGAN (an international forum for 3D virtual tour makers)
 (https://www.youtube.com/live/t-E6CXMwW08?si=rlcqunJ_3RpJg8_L)

Compatible Languages

English, Japanese

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Meta Osaka Co., Ltd.
(Osaka City, Osaka Prefecture)

Contact

- email:info@meta-osaka.co.jp
- Tel: 06-6227-8855
- https://www.meta-osaka.co.jp

Businesses			
Content creation			
□ VR	□ AR	□ MR	■ Others (3DCG)
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin | ■ Digital twin
Strong areas/Target industries			
□ Manufacturing	□ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	□ HMD etc.	□ Smart glasses etc. | ■ Game hardware
Human resources skills			
□ Unity	■ Unreal Engine	□ C#	□ C++ | □ JavaScript

Company Profile

- Company name: Meta Osaka Co., Ltd.
- URL ：https://www.meta-osaka.co.jp/
- Representative: MORI Hideaki
- Location: 27th Floor, Namba SkyO, 5-1-60 Namba, Chuo-ku, Osaka City
- Capital: ¥93.84 million
- Employees: 10 (as of November 2024)

Main Businesses/Contents

- Appeal points
We are Japan's first metaverse company using UEFN and specializing in Osaka! Our mission is to make Osaka a place of global value by making Osaka-related content world-class and disseminating it to the world using Fortnite, which has 500 million users worldwide.

- XR business overview
Worldwide commissioned creation. In addition to advertising agency business that utilizes metaverse-related technology, we also provide consulting services and conduct the planning and management of Digital Double events that combine real events and the metaverse. We propose metaverse projects that suit each client.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

[Worldwide commissioned creation]
In addition to advertising agency business that utilizes metaverse-related technology, we also provide consulting services and conduct the planning and management of Digital Double events that combine real events and the metaverse. We propose metaverse projects that suit each client.
Our mission is to make Osaka the most exciting city in the world. We will make Osaka-related content world-class and disseminate it to the world using Fortnite, which has 500 million users worldwide.
By maintaining and managing IPs specific to the Osaka area, we can protect the assets of the Osaka area and improve its value in the world.
It is also possible to implement measures that will involve many young people in the future, such as the redevelopment of Umeda and Expo 2025.

[Products]
My company has a Roblox development team.Our partners include creation teams that specialize in Fortnite Creative.
Meta Heroes Inc. and Planeta Creative Co., Ltd. will create your original high-quality space.

* We have a lot of experience and expertise in holding real events and are good at attracting customers by leveraging our wide network. If you are considering not only creating a digital map but also attracting customers at a real event, please feel free to contact us.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	Undisclosed	Available
Engineer	Available	Undisclosed	Available
Designer	Not available		Available

XR Content Creation Records

• Jikei Group of Colleges
Limited-time virtual live performance of the virtual high school idol SO.ON project LaV utilizing the live space of Meta Heroes (August 2023)

Award Winning/Media Coverage Records

• Meta Osaka's original map, 'SHOGUN'S Castle -Osaka Castle- [High Quality],' has been released.
• Meta Osaka's original map, 'Namba Parks -Hawk's Legacy-,' has been released.
• Meta Osaka's original map, 'The Sphere of Fortnite,' has been released.

Compatible Languages

Japanese

METABIRDS Co., Ltd.
(Kyoto City, Kyoto Prefecture)

Contact

- email: cyzy_support@metabirds.com
- Tel: 075-744-0983
- Contact webpage: https://cyzyspace.io/contact/

Company Profile

- Company name: METABIRDS Co., Ltd.
- URL：https://metabirds.com/
- Representative: SHIMAYA Naoyoshi
- Location: 159-1 Maruya-cho, Nakagyo-ku, Kyoto City, Kyoto Prefecture
- Sales offices/Main development center, etc. (Location) Same as above
- Capital: ¥10,325,000
- Employees: 11 (as of October 2023)
- Sales: Undisclosed

Businesses				
Content creation				
■ VR	□ AR	□ MR	□ Others (	)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin	■ Digital twin
Strong areas/Target industries				
□ Manufacturing	□ Construction	■ Education	■ Medical healthcare	
□ Tourism/ Entertainment	■ Events	■ Retailing/EC	□ Others (	)
Compatible devices				
■ PC	■ Smartphone	■ HMD etc.	□ Smart glasses etc.	□ Game console
Human resources skills				
■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Main Businesses/Contents

- Appeal points
* Established in 2006, METABIRDS is first company in Japan's metaverse industry holding the trademark "メタバース" (metaverse) for exclusively for web-based metaverse services.
* "メタバース® Botbird for Business" utilizes our proprietary and generative AI for sophisticated chatbot and AI avatar solutions.
- XR business overview
(Key points)
* Our expertise lies in custom content development within Mozilla Hubs (Simplified web-based authoring tool), and creating immersive experiences in Unity-based metaverses.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

METABIRDS Co., Ltd. was founded in 2006 and is Japan's first company specializing in the metaverse. We have been consistently engaged in the metaverse business for longer than any other company, so we have a wealth of experience and knowledge. In 2007, we acquired a trademark right for "メタバース". Our company is characterized by providing one-stop services from planning to development to operational support. We have experienced engineers and designers specializing in spatial design creation and can flexibly respond to your desired designs and their functional development.

The 3D metaverse platform "メタバース® CYZY SPACE" (a mix of Mozilla Hubs-based and Unity-based technologies) provided by METABIRDS is fully equipped with communication tools such as voice conversation, video call, and text chat and can be used on any browser-enabled device (PCs/smartphones/tablets). "メタバース® CYZY SPACE" can accommodate groups ranging from a few people to 1,000 people and can be used for events, seminars, and other purposes. Additionally, the most important feature is that you can configure various settings for the metaverse space using an easy-to-use management screen. On this management screen, your staff can freely replace information in the space (still images/videos/PDFs) at any time. Additionally, our AI Concierge (automatic response avatar), which incorporates a chatbot system from our separate project, has been very well received. Recently, we have integrated ChatGPT into the AI Concierge to enable high-performance responses and conversations. By entrusting the showroom reception and information staff, as well as night and holiday support to the AI Concierge, it is possible to create a more effective space. These our all technologies can also be applied to the metaverse for the upcoming Osaka Expo.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	2	Available
Engineer	Available	4	Available
Designer	Available	2	Available
Operational support	Available	2	Available

XR Content Creation Records

- Metaverse event venue, Toyota Motor Corporation (July 2021)
- Online salon by Nomura Real Estate Development Co., Ltd., Prime X Co., Ltd. (August 2022)
- Virtual exhibition, Kyoto Branch, Council of Local Authorities for International Relations (November 2020)
- Online Open Campus, KINDAI University (June 2021)

Award Winning/Media Coverage Records

Secured the trademark for for "メタバース" (metaverse) in January 2007, exclusively for use in web-based metaverse services."

Compatible Languages

Information: Japanese
English (Email and Slack)

Meta Heroes Inc.
(Osaka City, Osaka Prefecture)

Meta Heroes

Contact

- email:info@meta-heroes.io
- Contact webpage: https://meta-heroes.io/#contact

Company Profile

- Company name: Meta Heroes Inc.
- URL： https://meta-heroes.io/
- Representative: MATSUISHI Kazutoshi
- Location: 39F, Shibuya Scramble Square, 2-24-12 Shibuya, Shibuya-ku, Tokyo
- Sales offices/Main development center, etc. (Location) 8F, Sankyo Umeda Building, 1-5 Doyama-cho, Kita-ku, Osaka City, Osaka Prefecture
- Capital: ¥41 million
- Employees: 9 (as of October 2023)

Businesses				
Content creation				
■ VR	□ AR	□ MR	□ Others（ ）	
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin	■ Digital twin
Strong areas/Target industries				
□ Manufacturing	■ Construction	■ Education	□ Medical healthcare	
■ Tourism/ Entertainment	■ Events	□Retailing/EC	□ Others（ ）	
Compatible devices				
■ PC	■ Smartphone	□ HMD etc.	□ Smart glasses etc.	□Game console
Human resources skills				
■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Main Businesses/Contents

- Appeal points
We are a metaverse-related holdings company centered on three areas: creativity, marketing, and community. Our main activities include metaverse creation using UEFN, implementation of marketing measures, and operation of spaces to support creators and communities. By 2044, we will change common sense and create 100 *heroes* and projects needed by the world under the theme of a global perspective + reincarnation into another world.

- XR business overview
By leveraging our technical capabilities, we will propose and realize digital twins that connect the real and virtual worlds.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We are a metaverse-related holdings company centered on three areas: creativity, marketing, and community. Our main activities include metaverse creation using UEFN, implementation of marketing measures, and operation of spaces to support creators and communities.
In the creative field, in order to fully utilize UEFN, we have built an integrated production environment comprising three types of creators: Fortnite creators, CG designers, and verse (UEFN game programming language) programmers.
In particular, we are good at responding to needs such as those who want to use Fortnite to promote their company in the metaverse, create their own original game, and create their own intellectual property such as a character and spread it on SNS.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	3	Available
Engineer	Not available		Available
Designer	Available	6	Available

XR Content Creation Records

[Limited-time virtual live performance of the virtual high school idol SO.ON project LaV utilizing a live space](#)

Award Winning/Media Coverage Records

Compatible Languages

Japanese, English

Mediact Co., Ltd.
(Osaka City, Osaka Prefecture)

Businesses			
Content creation			
■ VR	□ AR	□ MR	□ Others ( )
Metaverse	□ Virtual space construction	□ Virtual space management	Digital twin — □ Digital twin
Strong areas/Target industries			
■ Manufacturing	□ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	□ Events	□ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	□ Smart glasses etc. — □ Game console
Human resources skills			
■ Unity	□ Unreal Engine	□ C#	□ C++ — ■ JavaScript

Contact

- email: info@mediact.co.jp
- Tel: 06-6446-5871
- Contact webpage: https://kururu360.jp/

Company Profile

- Company name: Mediact Co., Ltd.
- URL： Company site https://www.mediact.co.jp/
  VR business site: https://kururu360.jp/

- Representative: MUTO Yasunori
- Location: 3F, Kyomachibori Square, 1-8-33 Kyomachibori, Nishi-ku, Osaka City
- Sales offices/Main development center, etc. Same as above
- Capital: ¥10 million
- Employees: 9 (as of October 2023)
- Sales: ¥130 million (FY2022)

Main Businesses/Contents

- Appeal points
  Founded about 50 years ago, we were formerly known as "Kogyo Kokokusha" serving industrial customers.
  That's why we have been highly evaluated by customers in down-to-earth industries for a long time.
  We support our clients in customer communication that they need, from all perspectives, including public relations, marketing, sales, and systems, leveraging various advertising productions centered on printed matter, webpages, and videos.

- XR business overview
  In January 2018, our VR Division started to offer Kururu 360 services.
  We continue to provide immersive experiences in a more realistic, never-before-seen world. Our proposal-based VR content has been highly evaluated by local governments and corporations.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

1. Abundant track record and expertise with a focus on a variety of experiential content:
   - We have a track record of over 100 projects working with local governments, affiliated organizations, and businesses. We have accumulated a wide range of expertise in many industries.
   - We create a variety of content starting from writing scenarios. Our content includes work experience, sailing ship experience, festival experience, construction sites, sweets making, education and training, and danger experience.

2. Various techniques and equipment for VR creation:
   - We have many achievements in land, sea, and air, including underwater VR by divers, underwater drone VR, drone VR, FPV drone VR, and 3D CG integration.
   - We can create affordable VR content.
   - We propose viewing methods tailored to your needs, such as VR projectors, original paper VR goggles, and multiple terminal management systems.

3. Collaboration with a variety of advertising productions, not only VR:
   - Taking advantage of the strengths of an advertising production company, we can use materials filmed and produced in VR and easily deploy them to other formats such as the web and printed material.
   - We have a one-stop service system that can comprehensively provide everything from creation to attracting customers through advertising, web analysis, post-delivery operations, and advertising analysis.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	1	Not available
Engineer	Not available		Available
Designer	Available	2	Not available

XR Content Creation Records

VR tourism video, Aomori Municipal Government (May 2022)

Welfare Department workplace experience video, Osaka Prefectural Government (January 2021)

360-degree VR video for Kobe Port Maritime Human Resource Development, Kobe Municipal Government (November 2020)

Virtual fieldwork video, Kyoto University (December 2020)

青森ねぶた祭

Award Winning/Media Coverage Records

September 2020: Presentation as a speaker at the "VR/AR/MR Utilization Seminar in the *With Corona* Era" held by the Ministry of Economy, Trade and Industry, Kansai Bureau, METI

June 2020: E!KANSAI, May/June 2020 issue, Ministry of Economy, Trade and Industry, Kansai Bureau, METI

June 2020: Special article on our VR business, Kentsu Shimbun

Compatible Languages

Japanese

monoAI technology Co., Ltd.
(Kobe City, Hyogo Prefecture)

Contact

email:
yasushi.kobayashi@monoai.co.jp
• Tel: 070-4330-1908
• Contact webpage: https://monoai.co.jp/

Company Profile

• Company name: monoAI technology Co., Ltd.
• URL：https://monoai.co.jp/
• Representative: HONJO Yoshitaro
• Location: 3F Room 34, San Plaza,
  1-8-1 Sannomiya-cho, Chuo-ku, Kobe City,
  Hyogo Prefecture
• Capital: ¥557,644,000 (as of June 2023)
• Employees: 147 (as of June 2023)

Businesses			
Content creation			
■ VR	■ AR	■ MR	■ Others (metaverse platform)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin / ■ Digital twin
Strong areas/Target industries			
■ Manufacturing	■ Construction	■ Education	■ Medical healthcare
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	□ Others ( )
Compatible devices			
■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc. / □Game console
Human resources skills			
■ Unity	■ Unreal Engine	■ C#	■ C++ / ■ JavaScript

Main Businesses/Contents

• Appeal points
We have communication and AI technology acquired through game development. Positioning it as our core technology, we deploy the metaverse platform XR Cloud.
This technology frees people from the constraints of where they live and is expected to become the next generation of social infrastructure.
Our mission is to create the future of entertainment and society in the metaverse.

• XR business overview
Deployment of the metaverse platform XR Cloud for business users.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

■ Centering around our in-house developed metaverse platform XR Cloud, we can handle a wide range of services including holding virtual events, XR content creation, and XR solution development.

■ About our metaverse services
We provide XR Cloud on an OEM basis. You can quickly and inexpensively build your own metaverse without having to develop a metaverse from scratch.Providing a metaverse on an OEM basis → Develop your own additional original functions → Create a purpose-built application → Build your company's own metaverse

■ About our XR event services
• Events offered as a packaged service reduce costs and speed up delivery.
• Large-scale events can be held using our own platform, which allows up to 1,000 people to connect simultaneously in the same area.
• Full business functions such as screen sharing, camera image wipe, PDF uploading, and passing the microphone to the questioner are available.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	20	Available
Engineer	Available	52	Available
Designer	Available	12	Available

XR Content Creation Records

Neoket, Pixiv (January 2021)

Digital Koshien, Hankyu Hanshin Holdings (March 2021)

Sora-no-Ue Shopping Mall, Benelic Digital Entertainment (April 2022)

"Report Session on Achievements of Technologies for SIP Smart Bio-industry and Agriculture," Bio-oriented Technology Research Advancement Institution (January 2023)

Source: https://digital-koshien.xrcloud.jp/

Award Winning/Media Coverage Records

• Interview with Kobayashi of Sales Department, Mainichi Shimbun (September 2023)
• Interview with Representative Honjo, Kobe Shimbun (August 2023)
• Appearance of Representative Honjo on NIKKEI program "The Money" (March 2023)
• Appearance of Representative Honjo on Nikkei CNBC's program "Interview with an IPO President" (January 2023)

Compatible Languages

Japanese
English

Yuzu Plus Co., Ltd.
(Kyoto City, Kyoto Prefecture)

Contact

- email: info@yuzuplus.co.jp
- Contact webpage:
  https://www.yuzuplus.co.jp/

Businesses				
Content creation				
■ VR	□ AR	□ MR	□ Others　(	)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin	□ Digital twin
Strong areas/Target industries				
□ Manufacturing	□ Construction	■ Education	■ Medical healthcare	
■ Tourism/ Entertainment	■ Events	□Retailing/EC	□ Others　(	)
Compatible devices				
■ PC	□ Smartphone	■ HMD etc.	□ Smart glasses etc.	□Game console
Human resources skills				
■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Company Profile

- Company name: Yuzu Plus Co., Ltd.
- URL: https://www.yuzuplus.co.jp/
- Representative: OKAMURA Kenichi (MINASE Yuzu)
- Location: 30-13 Kisshoin Nakajima-cho, Minami-ku, Kyoto City
- Capital: ¥500,000
- Employees: 17 (as of November 2024)

Main Businesses/Contents

"One More Plus"
Yuzu Plus continues to add new value.
We will undertake business development in the metaverse starting from scratch.
We will consider and propose content creation in a cooperative manner to create new value and culture capitalizing on the metaverse.
We offer proposals for metaverse space creation, event planning, new businesses, sales promotions, recruitment, education, and more.
#Metaverse #3D space creation #Avatar creation #New business launch #Education #Events #Training #Content creation #Promotion #Marketing #Lecture on metaverse #Metaverse investigation #Metaverse talent assignment #Filming within metaverse #Metaverse promotion #Metaverse experience session #Metaverse community design #Metaverse Support Program for Students with School Refusal

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Hands-on consulting and one-stop services for you to create a metaverse from scratch

We will consider the creation of a metaverse for you, beginning with the first step and propose effective ways to utilize the metaverse for the creation of new value and culture.

We handle a wide range of services, including creating showrooms for public relations purposes, proposing and implementing communication events within your company and with your business partners, and skill-up programs.

Characteristically, we provide **planning and operation of educational programs at high schools and universities using the metaverse, implementation of industry-government-academia collaboration projects, and a place to stay for students who refuse to attend school, using a metaverse space**.

You may be just curious about the metaverse or need hands-on support for starting a project for monetization and long-term operation. Feel free to contact us for any of these requests.

Our staff know everything about the metaverse (more than 50,000 hours of total metaverse play time). They will provide full support from planning and development to operation.

Creating settings for deployment in a metaverse space

We create 3D spaces for various uses such as showrooms and event venues.

From low-cost to high-end projects, we will make proposals to suit your needs and budget.

Consult us about the creation necessary for activities within the metaverse, such as avatar creation, promotional movie creation for a metaverse space, and investigations within the metaverse.

Online and offline support for creating a business that incorporates the features of the metaverse

Our support services encompass the creation of 3D spaces, the creation of avatars that can be used by corporations in tandem with event operations, proposals on and support for the introduction of equipment such as VR goggles for the creation of a metaverse, provision of advice on business development using the metaverse, and provision of support after metaverse creation.

We also offer metaverse insight seminars and trial sessions for those who want to share an understanding of what the metaverse is within a company (from one-day to longer-term sessions).

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	7	Not available
Engineer	Available	4	Available
Designer	Available	3	Available

XR Content Creation Records

Metaverse campus, The Ritsumeikan Trust
Program planning and operation of an EDGE +R metaverse course, The Ritsumeikan Trust
Avatar creation and operation of metaverse experience events, Seika Municipal Government
Proof experiment (a business tie-up: Halle Game Lab) of "the avatar working" with the metaverse robot
㈱Fukujuen VR metaverse world "metaCHA Kyoto, Yamashiro world "plan, development

Award Winning/Media Coverage Records

"Entrepreneurship support is becoming more active at Kansai-based universities—Ritsumeikan RIMIX," Dempa Digital (September 2023)

"A high school girl who refused to go to school talks about her experience in the metaverse: 'I was looking for a place to belong'," Asahi Shimbun (January 2023)

"Avatar creation and metaverse experience in Seika Town for creators who will lead the future," KNC Kyoto (August 2023)
Yuzu Minase that emigrate to Kyoto, and to spend on the metaverse for 5,000 hours.(CoinDesk Japan.February, 2024)
Talks over teleoperator ... screen with "an avatar" and supports the working of the person with a disability.(Osaka NEWS.March, 2024)

Compatible Languages

Japanese

55

Useya Co., Ltd.
(Osaka City, Osaka Prefecture)

Businesses

Content creation			
■ VR	■ AR	■ MR	■ Others (development of smart glass apps)
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin ■ Digital twin

Strong areas/Target industries

■ Manufacturing	□ Construction	■ Education	□ Medical healthcare
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	□ Others (　　　　　　)

Compatible devices

■ PC	■ Smartphone	■ HMD etc.	■ Smart glasses etc.	□Game console

Human resources skills

■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Contact

- email: info@useya.co.jp
- Tel: 06-6577-8444
- Contact webpage:
  https://useya.co.jp/contact

Company Profile

- Company name: Useya Co., Ltd.
- URL： https://www.useya.co.jp
  https://www.useya.online
- Representative: OOJI Osamu
- Location: 2-8-1 Tanaka, Minato-ku, Osaka City
- Sales offices/Main development center, etc.
  (Location) 3F, Koshin Building, 4-11-13 Chikko,
  Minato-ku, Osaka City
- Employees: 12 (as of December 2024)
- Sales: ¥160 million (FY2023)

Main Businesses/Contents

PR Points
Since 2013, we have been developing AR applications for smart glasses, accumulating over 10 years of expertise in AR and XR technology for these devices. We own more than 20 types and 30 units of smart glasses and HMD devices, including 5 Apple Vision Pros.
Overview of XR Business (Key Points)
In March 2024, we renovated a 50-year-old warehouse in Izumi City, Osaka Prefecture, to establish USEYA ADVANCED INDUSTRY (UAI).
At UAI, we are equipped with smart glasses, 3D printers, 3D scanners, laser processing machines, and automated shooting devices for creating digital twins. We have also developed an AI-based facility and equipment automation management system.
UAI's main features are:
The remote manufacturing system F-System using XR technology.
The skill transfer training system SHUGI (手技).
These initiatives aim to build and operate "manufacturing spaces" powered by XR technology.
In December 2024, UAI's F-System and SHUGI System were recognized globally by being selected as finalists in the XR Enterprise Solution category at the XR Awards. UAI was among the 11 global finalists in the category, alongside companies such as HTC and Lenovo.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

2008: Established USEYA Inc.
2013: Began developing software for smart glasses and wearable devices.
2016: Joined the NPO Wearable Computer Research and Development Organization (Team Tsukamoto) and focused on developing XR systems using smart glasses and wearable devices.
2019: Established the Estonian entity USEYA Infinity to explore and research the integration possibilities of Blockchain, AI, and AR technologies.
2021: Established the Dubai entity USEYA FZCO in Dubai Silicon Oasis.
2022: Participated in the Digital Rural City State Concept Support Group and OZCaF (OSAKA Zero Carbon Smart City Foundation).
2024: Opened the XR-technology-equipped Digital Share Workshop USEYA ADVANCED INDUSTRY in a renovated 50-year-old warehouse in Izumi City, Osaka **Prefecture.In just 8 months since its opening in March, the workshop achieved remarkable milestones, including winning global awards and being selected as a finalist (Hong Kong, Netherlands), as well as receiving four domestic awards.**
Featured twice in the business magazine issued by Osaka Industry Bureau MOBIO. **Hosted over 10 visits and tours** by government officials.
Four keynote speeches delivered by CEO Osamu Oji.
With over 10 years of experience developing XR applications on smart glasses, USEYA boasts one of the leading records in XR system development in Japan.

Selected as a Finalist in the Global XR Awards (Top 11 Worldwide)!


XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	3	Not available
Engineer	Available	10	Not available
Designer	Available	2	Not available

XR Content Creation Records

Development and Provision of Cloud-Based VR Systems
For the Osaka Industrial Bureau Public Foundation
https://www.m-osaka.com/jp/exhibitors/index.html

VR Creation - Proprietary Service: VR INTERACTIVE VIEW
https://vrinteractiveview.com/ja/

XR × AI × Manufacturing - USEYA ADVANCED INDUSTRY
https://www.useya.online
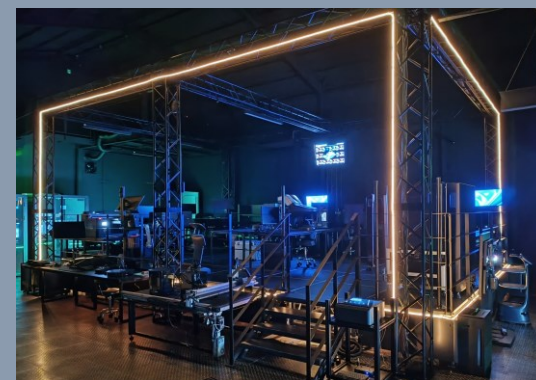
Award Winning/Media Coverage Records

March 2024: UAI featured in MOOV, press vol.39 https://www.m-osaka.com/jp/moov/39/
July 2024: UAI featured in MOOV, press vol.40 https://www.m-osaka.com/jp/moov/40/
Sep 2024: Winner of the JAPAN Metaverse Awards Chairman's Award https://x.gd/OWGsh
Sep 2024: Third place in the Industrial Division, JAPAN DX Player Awards https://x.gd/lDc5P
Oct 2024: Winner of the Kinki Excellence Award at the National Work Style Reform Grand Prize https://x.gd/zEpSS
Nov 2024: Winner of the MVC Award in the Company Division of the Tech Awards for Hack Osaka https://x.gd/giKqs
Dec 2024: Selected as a finalist (Top 11 globally) at the XR Awards in Rotterdam, Netherlands https://x.gd/LwKHA
Dec 2024: Winner of the DFA Awards (Hong Kong) Merit Awards https://dfaa.dfaawards.com/en/winner/

Compatible Languages

Japanese
English
Chinese
Indonesian
Korean
Vietnamese

Redefine Arts Inc.
(Kyoto City, Kyoto Prefecture)

Contact

- email: info@redefine-arts.com
- Tel: 075-354-5142
- Contact webpage: https://www.redefine-arts.com/

Businesses				
Content creation				
■ VR	□ AR	□ MR	□ Others（　　　　　）	
Metaverse	■ Virtual space construction	□ Virtual space management	Digital twin	□ Digital twin
Strong areas/Target industries				
□ Manufacturing	□ Construction	□ Education	□ Medical healthcare	
■ Tourism/Entertainment	□ Events	□Retailing/EC	□ Others（　　　　　）	
Compatible devices				
■ PC	□ Smartphone	■ HMD etc.	□ Smart glasses etc.	□Game console
Human resources skills				
■ Unity	□ Unreal Engine	■ C#	□ C++	□ JavaScript

Company Profile

- Company name:
  Redefine Arts Inc.
- URL：
  https://www.redefine-arts.com/
- Representative: SAKAKIBARA Masahiro
- Location: 5F, Shoei Building, 39-2 Tsukihoko-cho, Shimogyo-ku, Kyoto City, Kyoto Prefecture
- Capital: ¥41,391,000
- Employees: 5 (as of November 2023)

Main Businesses/Contents

- Appeal points
Based on VR technology, we incorporate new technologies (speech recognition and generative AI) in our software. We create our products incorporating aspects that can only be achieved with new technology in mind on a daily basis.
We create content that becomes our own IP.

- XR business overview
We mainly develop and sell VR content.
Unity is our development tool. We have knowledge of various VR software sales platforms (Meta and Steam).

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

We develop VR apps.
What can only be done by VR? What can only be experienced there?
We develop plans thinking about these things every day.

We continue to meet the challenge of creating fascinating things that are not available from our competitors; examples include gimmicks that utilize voice recognition technology to actually activate magic in VR by reading out the spell name and free conversation with characters in virtual space that uses generative AI.

XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	1	Not available
Engineer	Available	2	Available
Designer	Available	1	Not available

XR Content Creation Records

In-house creation

2023
VR magic battle FPS
Akpala | VR magic battle FPS (akpala-vr.com)
2022
TRPG × VR
Xpraize-JP - Akpala

Award Winning/Media Coverage Records

"Redefine Arts develops a voice-controlled VR game," Nikkei newspaper (nikkei.com)
Appearance in "Creating new value through games: A start-up company in Kyoto," Bizitane part of Kyobiz, KBS Kyoto (broadcast on November 18, 2022)

Compatible Languages

Japanese
English

1→10, Inc.
(Kyoto City, Kyoto Prefecture)

QURIOS FIELD

Contact

- Email:ninokata@1-10.com
- Tel: 075-371-2017
- Contact webpage: https://www.1-10.com/contact/

Company Profile

- Company name: 1→10, Inc.
- URL：https://www.1-10.com/
- Representative: SAWABE Yoshiaki
- Location: 4F, Cocon Karasuma, 620 Shijo-sagaru Suiginya-cho, Karasuma-dori, Shimogyo-ku, Kyoto City, Kyoto Prefecture
- Sales offices/Main development center, etc. (Location) Shimogyo-ku, Kyoto City, Kyoto Prefecture/Shinagawa-ku, Tokyo
- Capital: ¥253,720,000
- Employees: 110 (as of October 2024)

Businesses				
Content creation				
■ VR	■ AR	■ MR	☐ Others（　　　）	
Metaverse	■ Virtual space construction	■ Virtual space management	Digital twin	■ Digital twin
Strong areas/Target industries				
☐ Manufacturing	■ Construction	■ Education	☐ Medical healthcare	
■ Tourism/ Entertainment	■ Events	■ Retailing/EC	☐ Others（　　　）	
Compatible devices				
■ PC	■ Smartphone	■ HMD etc.	☐ Smart glasses etc.	☐Game console
Human resources skills				
■ Unity	■ Unreal Engine	■ C#	■ C++	■ JavaScript

Main Businesses/Contents

- Appeal points
  In addition to XR, we have worked on many AI projects and real event projects and have a strength in *experience design*.

- XR business overview (key points)
  Qurios, an integrated solution consisting of digital twin and AI agents
  Qurios is a one-stop service that provides experience design for all kinds of spaces, from consulting and development to implementation, using advanced technologies such as a mirror world where real space and digital twin space interact, as well as AI agents that support humans.

Strength/Characteristics (Strength of Expertise, Project Management Experience, etc.)

Qurios is a *digital twin world* that does not end in the metaverse space and is linked to the real world. It is not a conventional metaverse not connected to the real space. It is a new solution that permits mutual real-time communication between a real space and a digital twin (a digital space that imitates the real space).

1. **Sharing of location and behavior:** Participants can share location and behavior information of their own and their avatars in both real space and web space.
   In the real space, the web participants can be seen visually through an MR device, while in the web space, the avatars of the real participants are projected and they can communicate with each other, such as serving customers and having conversations.
2. **Distribution of experiences by means of video and audio media:** Experiences in real space (in form of video, audio, etc.) can be distributed to and shared with web participants in real time, making it possible to bring the experience closer to the same level.
3. **No need to download an app:** Anyone can easily experience Qurios on their smartphone or computer browser.
4. **Our strength in experience design acquired through 20 years of operation:** As a company that has been working on not only XR but also web production and real event projects for 20 years, we have a great strength in *experience design*. In recent years, it has become possible to deepen the experience by linking with generative AI.
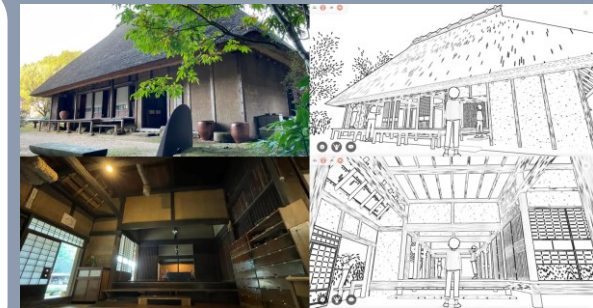
XR Creation Staff

Staff	Inhouse availability	(persons)	Availability of cooperative company
Creation planner	Available	31	Available
Engineer	Available	16	Available
Designer	Available	6	Available

XR Content Creation Records

July 2022: Iwami Ginzan Metaverse Project, Taisei Corporation
https://prtimes.jp/main/html/rd/p/000000142.000016942.html

July 2023: Yuru Sega Sammy Cup, Sega Sammy Holdings Inc.
https://prtimes.jp/main/html/rd/p/000000165.000016942.html

Award Winning/Media Coverage Records

February 2023: Start of a project to turn traditional houses into a metaverse
https://metaverse-japan.org/japan-empowerment-summit-2023/vanishable-city-problem/

July 2023: Watching golf with popular Instagrammers—A close look at a new style live streaming site
https://www.yomiuri.co.jp/sports/golf/20230704-OYT1T50096/

Compatible Languages

- Japanese
- As of November 2023, multilingual support is currently being developed using concierge avatars.

Kansai XR Content Creation Business Directory
Published December 2023
Updated January 2025（as of the end of November 2024）

Service, Media and Content Industries Office,
Industries Department,
Kansai Bureau of Economy, Trade and Industry (METI-Kansai)

1-5-44 Otemae, Chuo-ku, Osaka City 540-8535
Tel: 06-6966-6053
Email address: bzl-kin-creative@meti.go.jp
Website: https://www.kansai.meti.go.jp/3-2sashitsu/vr/index2.html
Business directory:
https://www.kansai.meti.go.jp/3-2sashitsu/vr/kigyousyu/all_kigyousyu_en.pdf

Website of Kansai
Bureau of Economy,
Trade and Industry
(METI-Kansai)

Business directory