Virtual Worlds Connect Brokerage Event

II Edition

October 5-6, 2026

Industry Contact Point Digital Transformation

Industry Contact Point Industry 4.0

Ministry of Science and Higher Education Republic of Poland

XR 4EUROPE

XR POLSKA
POLSKA FUNDACJA RZECZYWISTOŚCI ROZSZERZONEJ

AVRE

Aumenta Vilanova, S.L.

Private SME | Spain

Immersive technologies and virtual worlds

- Technology partner for European R&D projects
- VorTX: no-code/low-code XR authoring platform

XR, AI and IoT for industry, education, culture and public services

Javier Campos
CEO | vortx@vortx.es
https://vortx.es

Topics, role and contribution

TOPICS

Virtual worlds for industry and society

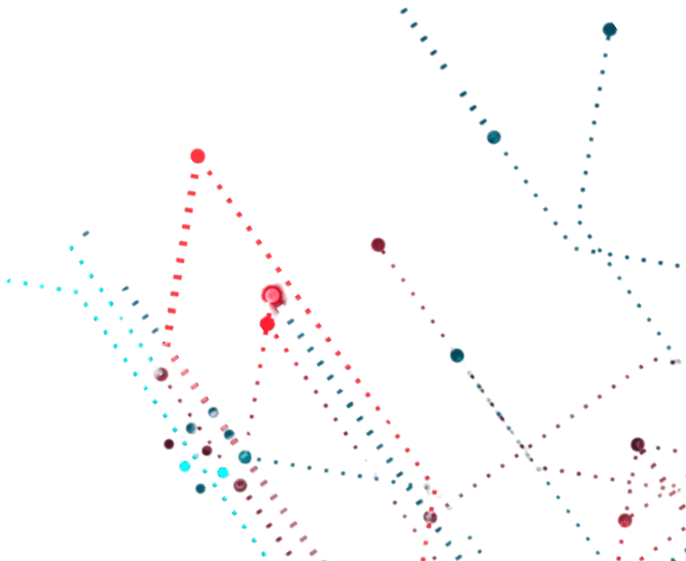
Immersive learning, accessibility and human-centred interaction

ROLE IN A CONSORTIUM

Technology provider and pilot implementation partner

CONTRIBUTION

- Rapid creation of AR/VR procedures and training experiences
- Web and mobile delivery, 3D hosting, APIs and analytics
- Conversational avatars and AI-assisted content
- IoT and digital-twin integration
- Accessible design for neurodiversity and disability



Experience and cooperation

TECHNOLOGY

VorTX authoring: scenes, hotspots, AR/VR, 3D assets, APIs, metrics and mobile delivery

Unity VR development for Meta Quest and HoloLens, plus AI avatars and IoT integration

EXPERIENCE

Pilots in industrial training, education, health, cultural heritage, tourism and accessibility

Work with companies, universities, research centres and public bodies

EU, cascade-funded and regional innovation projects

LOOKING FOR

Horizon Europe coordinators and research organisations

Industrial and public-sector pilot owners

Partners in AI, interoperability, human factors, ethics and impact assessment