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

Phasmatic

Type: SME

Country: Greece

Building Virtual Worlds combining 3D graphics, AI, and XR

Your Name: Nikolaos Vitsas

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Organisation Profile

Our Company

3D graphics-focused startup company, founded from senior CG researchers

Out of the CG Group of Athens University of Economics and Business

Our Team

Rich experience in the graphics industry (15+ years)

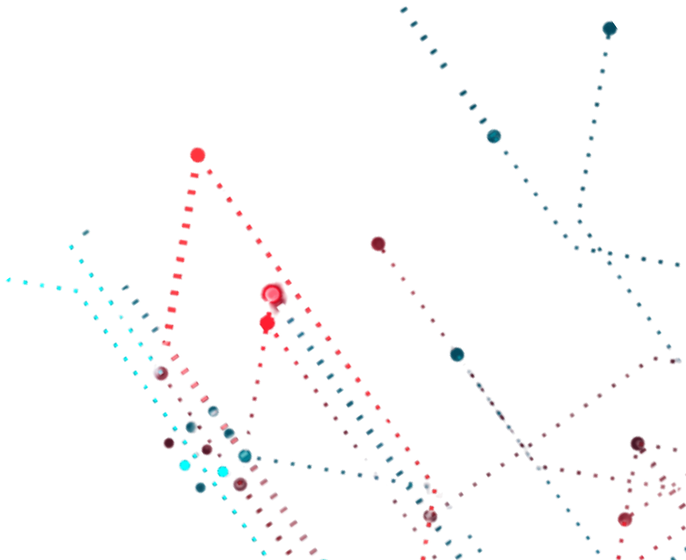
Has delivered several 3D / XR visualization projects

National, EU & industry (20+)

Topics

HORIZON-CL4-2027-04-HUMAN-01

Application technology provides / 3D standard formats



Technological Expertise

- Deep expertise in 3D graphics, AI, and XR for realistic VR/AR experiences

- Targeting the Web as the primary platform

- Specialize in:
  - AI-based 3D reconstruction, as-a-service and native execution (e.g. physical-to-virtual, digital twin)
  - 3D data processing (e.g. optimization, compression)
  - Photorealistic virtual experiences
  - 3D standards (glTF, KTX e.t.c)



R&D Background

Previous European Projects

- VISOR-Cortex^2 - 3D reconstruction-as-a-service,
- VERTEX-XR4ED - 3D capturing mobile app for education,
- DREAMER-MASTERXR - Native 3D reconstruction for training scenarios in robotics
- HOPE-Spirit - 3D holographic compression and streaming

Active European Projects

- ARTEMIS - reactive digital-twins

Standardization bodies

- Khronos Group - standards and open-source development
- Metaverse Standards Forum