



Software-Enabler for Plug & Play VR

Connects over 2,000 OpenXR and WebXR applications
seamlessly with any 3D-Stereo configuration

One Enabler. Every XR Experience.

ImmersaXR-Studio connects OpenXR applications seamlessly to any 3D stereo setup

For decades, Schneider Digital has been synonymous with professional high-end solutions for 3D stereo visualization. With ImmersaXR-Studio, we now take the next step: a powerful plug-and-play OpenXR enabler that connects more than 2,000 HMD-enabled VR applications, on-primers or webbased, directly to directly to 3D stereo-capable devices – from stereoscopic desktop monitors and VR Walls to CAVEs and large-scale immersive installations.

ImmersaXR-Studio enables existing OpenXR VR and WebXR applications to run on high-end stereoscopic visualization systems with zero code changes. Software vendors do not need to develop dedicated drivers or complex stereo implementations. Instead, ImmersaXR-Studio creates one unified XR ecosystem where users with VR headsets, desktop 3D monitors and large VR room installations can view, edit and discuss the same content together – collaborative working with or without tracking.

Unified User Experience

At the same time, ImmersaXR-Studio delivers a unified user experience across connected applications and visualization environments. Features such as stereoscopic display, head tracking, spatial input, 3D cursor and 3Dconnexion SpaceMouse navigation become available in a consistent, intuitive way – even where native support is limited or missing.

Professional Applications

Whether used for engineering, geospatial visualization, design reviews, simulation, collaborative XR workflows or browser-based WebXR applications, ImmersaXR-Studio turns existing 3D content into immersive, interactive experiences. Built for today's professional XR workflows and ready for the future of cloud and WebXR, it removes barriers between software, hardware and users. One Enabler. Every XR experience.

How ImmersaXR Studio Works

01

OpenXR-Application

Your application based on OpenXR.

02

ImmersaXR-Studio

The enabler bridges and translates OpenXR into the language of the target system.

03

Visualization-System

Compatible with all supported stereoscopic visualization systems.

04

XR-Experience

Maximum performance. High image quality. Full immersion.

2.000+

Supported Software-Solutions

THE 1

Enabler for All Platforms

100%

OpenXR Compliant without Compromise

∞

Possibilities for your Applications

Plug & Play VR for OpenXR & WebXR

Connect existing VR applications seamlessly to any 3D stereo setup and control them with precision across all devices.



Plug & Play

ImmersaXR-Studio connects plug & play over 2.000 HMD-enabled VR applications to any 3D-Stereo capable device.



3D-Cursor & Spacemouse

The integrated 3D-Cursor and support for the 3Dconnexion SpaceMouse enables precise, intuitive operation



OpenXR-Compatibility

Run existing OpenXR VR applications with zero code change on high-end VR-Walls, Caves and Stereo-Monitors with or without Tracking.



Connected XR-Ecosystem

We built the enabler for one unique VR-ecosystem and bring users with VR-Headsets, desktop 3D-Monitors and large VR-Room installations in one meeting.



Unified User Experience

One consistent immersive interaction layer across OpenXR applications, VR software and 3D websites – including 3D cursor, tracking and advanced navigation where native support is missing.



Real-time tracking

Reliable real-time tracking for immersive interaction – including head tracking, input devices and spatial controllers across supported XR environments.



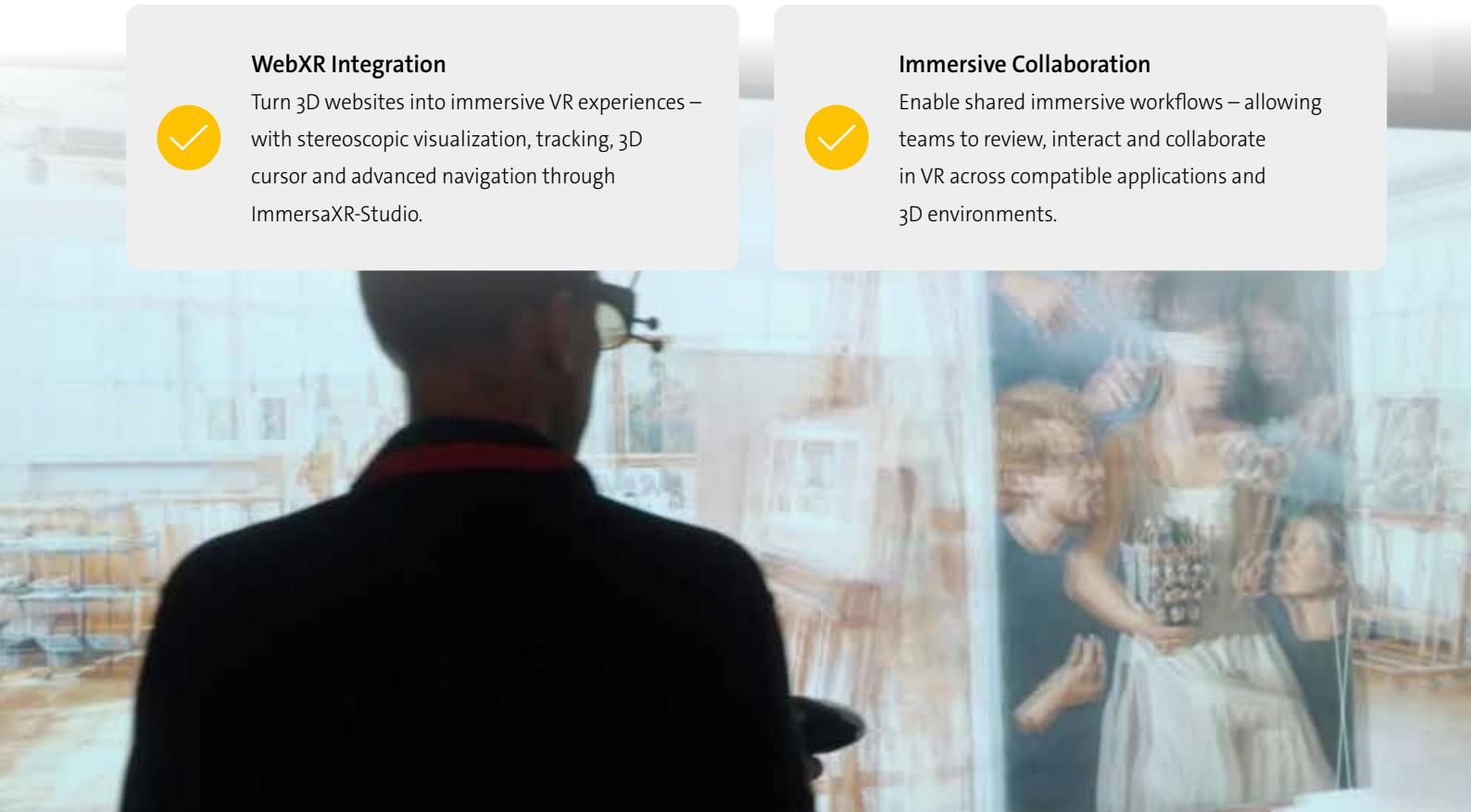
WebXR Integration

Turn 3D websites into immersive VR experiences – with stereoscopic visualization, tracking, 3D cursor and advanced navigation through ImmersaXR-Studio.



Immersive Collaboration

Enable shared immersive workflows – allowing teams to review, interact and collaborate in VR across compatible applications and 3D environments.



Collaboration without barriers

Plug and play into real time collaboration across all HMD platforms to view, edit, and discuss content together.



AI GENERATED



„With ImmersaXR-Studio we have built the enabler for a unique VR ecosystem, bringing users together in a meeting with VR headsets, desktop 3D monitors, and large VR room installations. Enabling instant interaction in all open XR applications, our intuitive interaction with a 3D cursor combined with (6DoF) SpaceMouse navigation in all 3D stereoscopy and VR environments, even in collaboration sessions.”

Josef J. Schneider, Founder & CEO | Schneider Digital GmbH

ImmersaXR-Studio in action

OpenXR – Unified User Experience

ImmersaXR-Studio provides a consistent, immersive interaction layer for all OpenXR on primes and WebXR applications. Software vendors do not need to develop dedicated drivers or complex stereo tracking implementations. It features with zero code changes incredible 3D-Cursor interaction, a dynamic stereoscopic camera and advanced off-axis 3Dconnexion SpaceMouse navigation, even seamless, integration of complex tracking hardware works plug & play.

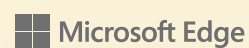
 Unity	 Unreal	 VRED	 Substance Modeler	 Discovery	 Accel VR	 3DEXPERIENCE	 EliteCAD
 Alias Studio	 Vantage & Enscape	 VRXPERIENCE	 EON-XR	 Blender	 ICIDO	 Omniverse	 KeyShot Studio VR
 EnSight	 NX	 VIROO Studio	 VIROO Docs	 VIROO Players			

WebXR – From the Browser directly into VR:

ImmersaXR-Studio instantly activates WebXR 3D websites and cloud solutions in an immersive VR workspace with stereoscopic visualization, precise tracking, a 3D-Cursor, and advanced navigation all “maintenance-free” and without any Plugins.



Meta Quest



Your advantages at a glance

One VR-Software for All Applications

A key advantage of ImmersaXR-Studio is its support for open visualization systems. This turns 3D visualization into a genuine team experience – whether in architectural planning, medical case discussions, or industrial design workshops. The new OpenXR enabler from Schneider Digital – the solution for seamless connections between software and stereoscopic hardware.

- ✓ OpenXR Plug & Play Compatibility
- ✓ Flexible Hardware Ecosystem
- ✓ Unified User Experience
- ✓ Advanced Tracking Support
- ✓ Enhanced Interaction
- ✓ WebXR Ready
- ✓ Collaborative XR Workflows
- ✓ Open Visualization Systems
- ✓ Rapid Market Launch for Software Vendors
- ✓ Broad Professional Application Coverage



Technological innovation in detail

Modular design. Flexible application.

The architecture of the ImmersaXR-Studio enabler combines several modules into a powerful overall system. This modular architecture not only enables deep hardware integration, but also high scalability for future requirements. Compared to some other concepts on the market, Schneider Digital's ImmersaXR-Studio enabler goes one crucial step further.

OpenXR Device Integration

- Schneider Digital hardware is delivered directly as an OpenXR-capable device
- Enables seamless connection between OpenXR applications and stereoscopic visualization systems

Extended Feature Layer

- Adds advanced immersive features beyond the native application capabilities
- Creates a deeper integration level for tracking, interaction and stereo visualization

Full GUI Interaction

- Users can interact with the complete application GUI in immersive environments
- Enables intuitive control of menus, tools and interface elements directly in 3D

Configurable Stereo Window

- High-quality stereoscopic 3D display for application and UI content
- Overlay function for 3D cursors, controls and additional interface elements
- Browser component support for interactive UI workflows

Configurable Stereo Camera

- Stereo camera control via mouse, keyboard or 3Dconnexion SpaceMouse
- Customizable camera parameters for precise navigation and maximum control
- Optimized for professional 3D visualization workflows

WebXR Integration

- Scene interaction via WebSocket-based communication
- Future-proof foundation for cloud and browser-based XR applications
- Turns WebXR and 3D web content into immersive visualization experiences

Why a enabler?

Until now, the use of stereoscopic hardware often involved considerable development effort. Software manufacturers had to develop their own implementations, which required special expertise and time. As a result, many innovative applications were unable to take advantage of the benefits of true 3D stereo display.

ImmersaXR-Studio

The next step into the 3D future

Schneider Digital's OpenXR enabler makes stereoscopic visualization simple, flexible, and future-proof. It enhances existing software with true 3D experiences, paves the way for new hardware platforms, and lays the foundation for intuitive, collaborative 3D workflows.

Whether in industry, research, medicine, or the public sector, our ImmersaXR-Studio enabler allows you to experience your data, models, and processes in a new dimension.

More information



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