



Finch

Finch: Ultimate Input Device for MobileVR

*The “missing link” for Mobile VR to go mainstream
Enabler for Social VR platform*

Finch: Solves known VR-input issues



The best input solution for Mobile VR devices



Where are my hands?

Low latency visualization of hands movements in VR-space



I cannot play games without joystick&button controllers

Moving – shooting – boxing – pointing – picking – selecting is now possible using ergonomic finger and touchpad gestures



I cannot type text to search and chat

Virtual QWERTY keyboard with typing speed comparable to tablet/smartphone
Key enabler for Social VR platform



No intuitive interface for VR-desktop and application controls

Combination of standard intuitive smartphone and mouse gestures for sliding – swiping – zooming – selecting – pointing – clicking

Finch: Key technology features



Intuitive and User-Friendly – Affordable – Light – One-size-fits-all



IMU sensors and bio-mechanical gesture recognition algorithm



Algorithm for absolute hand positioning in VR-space



Cross-platform compatibility



Mini-touchpad for standard mouse controls (moving-tapping)



Vibrational haptics

VR-input players

Finch

Right input solution will allow Mobile VR to go mainstream and increase uptake of Mobile VR technology

Main types of VR-input:

- **Optical tracking:** precise but costly, too high specs for mobile VR
- **Joystick controllers:** mainstream today due to VR gaming content, no typing input
- **Wearable devices:** no consumer versions yet, bulky and cumbersome to use
- **Other:** neuro, suits, omni-directional, exotic - not suitable for Mobile VR

 NIMBLE VR
oculus

 Myo™  nod

LEAP 
MOTION KINECT™

KOR-FX  Virtuix Omni

| **Finch: FAQs**



Why do we call it 'Finch'?

Finch is a combination of words 'fingers' and 'pinch' reflecting the design of our device. And a nice bird too.

Who are we?

We are a small team from Ufa, Russia, with angel investor on board.

We have developed few motion tracking products including full-body tracking suit and omni-directional VR motion platform before starting this project

How much Finch will cost?

We try to bring the cost of device down as much as possible. Today the cost of its components is around 60 usd so we hope Finch will have retail price of about 50-70 usd once it goes for mass production

Finch: Contacts



Our contacts:

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