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AN/"OTOY Inc": 32 patents.

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AN/"OTOY Inc"

PAT. NO.	Title
1 11,093,024	Generating and providing immersive experiences to users isolated from external stimuli
2 10,810,797	Augmenting AR/VR displays with image projections
3 10,727,685	Drone-based VR/AR device recharging system
4 10,613,336	Headphone based modular VR/AR platform
5 10,579,135	Headphone based modular VR/AR platform with rotating display
6 10,573,064	Generating 3D models with surface details
7 10,536,395	Token-based billing model for server-side rendering service
8 10,481,553	Relightable holograms
9 10,477,168	Headphone based modular VR/AR platform with vapor display
10 10,409,361	Generating and providing immersive experiences to users isolated from external stimuli
11 10,275,926	Crowd-sourced video rendering system
12 10,230,988	Fast integer transform with adjusted DC coefficients
13 10,230,565	Allocation of GPU resources across multiple clients
14 10,186,072	Rendering via ray-depth field intersection
15 10,162,491	Drag and drop of objects between applications
16 10,031,479	Recording holographic data on reflective surfaces
17 10,031,478	Applying holographic effects to prints
18 9,998,749	Composite video streaming using stateless compression
19 9,972,123	Generating 3D models with surface details
20 9,852,537	Rendering via ray-depth field intersection
21 9,773,332	Visual cortex thought detector interface
22 9,660,928	Allocation of GPU resources across multiple clients
23 9,609,284	Portable mobile light stage
24 9,582,921	Crowd-sourced video rendering system
25 9,575,394	Adaptable camera array structures
26 9,407,910	Fast integer and directional transforms for data encoding
27 9,250,966	Crowd-sourced video rendering system
28 9,235,968	Tactile elements for a wearable eye piece
29 9,197,642	Token-based billing model for server-side rendering service

- 30 [8,803,892](#)  [Allocation of GPU resources across multiple clients](#)
 - 31 [8,537,899](#)  [Fast integer and directional transforms for data encoding](#)
 - 32 [8,396,122](#)  [Video codec facilitating writing an output stream in parallel](#)
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