Organiser

Hong Kong Digital Entertainment Association
香港數碼娛樂協會

Implementation agent

hkpc 生產力局 Digital Transformation

Sponsor

CCIDAHK

中華人民共和國香港特別行政區政府
文化體育及旅遊局
Culture, Sports and Tourism Bureau
The Government of the Hong Kong Special Administrative Region of the People's Republic of China

政府資助計劃
Government-funded programme

Hong Kong Pavilion @ UnitedXR Europe 2026 Brussels, Belgium 7-9 December 2026





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Hong Kong Digital Entertainment Association (HKDEA)

Established in 1999, the Hong Kong Digital Entertainment Association (HKDEA) is a non-profit making trade body and is dedicated to the betterment of the local digital entertainment industry. HKDEA's missions are:

- To promote technology development within the digital entertainment industry in order to create internationally competitive products;
- To explore and develop new markets;
- To eliminate the negative images associated with playing video games;
- To discourage software piracy;
- To facilitate communication and interaction between industries associated with digital entertainment, including toys, entertainment and video games;
- To provide a mechanism upon whereby local developers could cooperate to ensure industry-wide prosperity.

Sponsor

CCIDAHK

The Cultural and Creative Industries Development Agency (CCIDA)

The Cultural and Creative Industries Development Agency (CCIDA), formerly known as Create Hong Kong (CreateHK) since 2009, was established in June 2024. CCIDA is a dedicated office under the Culture, Sports and Tourism Bureau of the Government of the Hong Kong Special Administrative Region (HKSAR Government) to provide one-stop services and support to the cultural and creative sectors with a mission to foster a conducive environment in Hong Kong to facilitate development of the arts, culture and creative sectors as industries. CCIDA's strategic foci are nurturing talent and facilitating start-ups, exploring markets, promoting cross-sectoral and multi-disciplinary collaboration, promoting industrialisation of the arts, culture and creative sectors under the industry-oriented principle, and fostering a creative atmosphere in the community, thereby reinforcing Hong Kong as Asia's creative capital and our positioning as the East-meets-West centre for international cultural exchange.

Hong Kong Productivity Council (HKPC)

The Hong Kong Productivity Council (HKPC) is a statutory body established in 1967, dedicated to enhancing the productivity and competitiveness of Hong Kong enterprises through world-class applied R&D, innovative technology services, and integrated manufacturing solutions. As a market-oriented, international R&D organisation, HKPC leverages its deep expertise and extensive industry experience in key areas such as AI, advanced manufacturing, life and health technology, green technology and new energy to drive new industrialisation and support the growth of emerging and future industries.

HKPC focuses on addressing businesses challenges and industrial technology needs, promoting the full integration between technological and industrial innovation. Through technology transfer, product innovation, intellectual property protection and commercialisation of R&D outcomes, the Council fosters collaboration with the local business community as well as top global R&D institutions, delivering added value to industries and advancing the development of new productive forces. HKPC's world-class R&D achievements have been widely recognised over the years, winning an array of local and overseas accolades, reinforcing Hong Kong's role as an international innovation and technology centre and a smart city.

To help enterprises capitalise on Hong Kong's strengths in international connectivity to expand into global markets, HKPC offers comprehensive overseas expansion services tailored to critical areas including product development, technology, manufacturing, and management, enabling businesses to successfully go global from Hong Kong.

HKPC is also committed to providing timely and practical support to SMEs and startups with timely and practical , assisting them in accessing Government funding programmes. Through its FutureSkills training initiatives, HKPC helps both industry and academia stay ahead in latest digital and STEM technologies, nurturing a future-ready talent pool for Hong Kong.

For more information, please visit HKPC's website: www.hkpc.org/en.

Hong Kong XR Industry Overview

Built to Imagine. Ready to Deliver.

Hong Kong's XR industry is benefiting from the continued digitalisation of the entertainment and media sector, advances in AI, and growing demand for immersive experiences. According to the "Global Entertainment and Media Outlook 2025-2029 Hong Kong Summary" released by PwC in August 2025, Hong Kong's entertainment and media market is projected to reach US$15 billion by 2029, with internet advertising and OTT video streaming expected to be key growth drivers. This evolving digital landscape is creating new opportunities for XR technologies and immersive content across both consumer and business applications.

Hong Kong is well equipped to capture these opportunities, with a growing XR ecosystem that brings together technology, creativity and commercial expertise. Local XR companies have developed solutions across corporate training, professional simulation and immersive experiences, with a strong focus on practical applications and commercialisation. Beyond its technological capabilities, Hong Kong's vibrant creative industries, international business experience and rich portfolio of film and cultural IP provide a strong foundation for transforming creative ideas into market-ready XR experiences and solutions.



Together, these strengths position Hong Kong to play a broader role in the development of the XR industry beyond its local market. As AI and XR continue to converge, Hong Kong can leverage its technological capabilities, creative expertise and commercial experience, together with its unique position as a "super connector", to bring innovative XR solutions to international audiences and connect global technologies, creative resources and business opportunities with the Greater Bay Area and the wider Chinese Mainland market. This positions Hong Kong not only as a centre for XR innovation and commercialisation, but also as a strategic gateway connecting creativity, technology and market opportunities across the Chinese Mainland and the world.



UnitedXR Europe 2026 Project

Connecting Hong Kong Creativity with Global Opportunities

Launched by the Hong Kong Digital Entertainment Association (HKDEA), supported by the Cultural and Creative Industries Development Agency (CCIDA) of the Government of the Hong Kong Special Administrative Region, and implemented by the Hong Kong Productivity Council (HKPC), the project "Establishing 'Hong Kong Pavilion' at UnitedXR Europe 2026 to Promote Hong Kong's Creative Industry via Artificial Intelligence" aims to support Hong Kong creative enterprises in expanding their international presence and exploring new business opportunities.

At the heart of the initiative is the Hong Kong Pavilion at UnitedXR Europe 2026, a dedicated platform connecting Hong Kong's creative talent and innovative enterprises with international buyers, partners and industry opportunities. The Pavilion will showcase innovative works and solutions from 10 Hong Kong digital entertainment companies, bringing Hong Kong's creativity and technological capabilities to a global audience.



Hong Kong Pavilion at UnitedXR Europe 2025

Empowering Creativity Through Emerging Technologies

Rapid advances in artificial intelligence (AI), virtual reality (VR), augmented reality (AR) and extended reality (XR) are opening up new possibilities for digital entertainment, transforming how creative content is conceived, produced and experienced.

Against this evolving landscape, the project goes beyond international promotion to strengthen industry capabilities and broaden public engagement. Participating exhibitors will receive dedicated presentation skills training to enhance their communication and pitching effectiveness, equipping them to present their innovations with greater impact in an international business environment.

At the same time, a series of public workshops will introduce the wider community to the latest developments and practical applications of emerging technologies in digital entertainment. Through these workshops, the project seeks to deepen public understanding of the sector, encourage greater engagement with new technologies, and provide participants with opportunities to explore how innovation is shaping the future of creative experiences.

Bringing Hong Kong Creativity to the Global Stage

Together, the Hong Kong Pavilion, exhibitor training and public workshops form a comprehensive programme that connects international exposure with industry capability building and public engagement. By creating opportunities for Hong Kong enterprises to showcase their innovations internationally while fostering wider understanding of emerging technologies in Hong Kong, the project contributes to the continued development and global reach of Hong Kong's digital entertainment sector.

UnitedXR Europe 2026 "Hong Kong Pavilion"



Building on the success of the Hong Kong Pavilion over the past three editions, the Hong Kong Digital Entertainment Association (HKDEA), with continued funding support from the Cultural and Creative Industries Development Agency (CCIDA), is proud to present the Hong Kong Pavilion at UnitedXR Europe 2026.

Bringing together 10 Hong Kong digital entertainment companies, the Pavilion will showcase market-ready works and solutions across digital entertainment and immersive experiences. International visitors can discover Hong Kong innovations, meet participating companies and explore potential business partnerships.

Event Details

Date:	*7 - 9 December 2026*
Opening Hours:	*7 Dec 12:00-19:00* *8 Dec 11:00-19:00* *9 Dec 11:00-15:00*
Venue:	*Maison de la Poste,* *Rue Picard 3,* *1000 Brussels,* *Belgium*

Inside the Hong Kong Pavilion

The Hong Kong Pavilion will showcase innovative solutions across immersive entertainment, professional training, spatial technology and virtual production.

Immersive Entertainment

01

Engaging audiences through immersive storytelling and interaction.

Explore VR games, cultural experiences, interactive installations, AR/MR applications and original digital content.

Professional Training

02

Transforming learning through XR and AI.

Discover immersive solutions for professional training, simulation, workplace safety and skills development.

Spatial Technology

03

Making 3D and XR experiences more accessible and scalable.

Explore web-based 3D, XR streaming, digital twins and interactive technologies for real-world applications.

Virtual Production

04

Creating content through real-time and AI-powered workflows.

Discover XR production, virtual production, VFX and AI-assisted tools for next-generation content creation.

Programme Highlights at the Hong Kong Pavilion

1. Keynote Session

Join us on 7 December 2026, from 11:30 to 11:55 at the Main Stage (Ticket Window Hall, Maison de la Poste). Hear directly from Hong Kong exhibitors as they share their creative journeys, innovative solutions and industry insights.

2. Opening Ceremony

After the Keynote Session, join us at the Hong Kong Pavilion for the official Opening Ceremony and celebrate the Pavilion's launch at UnitedXR Europe 2026. Afterwards, explore the Pavilion and discover the innovative works and solutions showcased by Hong Kong exhibitors.

3. Track Session: XR Enablement & Hardware

Take a deeper dive into the technologies behind XR at Track Room 3 (Orangerie, Maison de la Poste) on 8 December 2026, 14:00-14:25. Explore how Hong Kong companies are leveraging XR hardware, enabling technologies and practical applications to create next-generation immersive experiences.



Hong Kong Pavilion Opening Ceremony at UnitedXR Europe 2025



Stage Presentation at UnitedXR Europe 2025

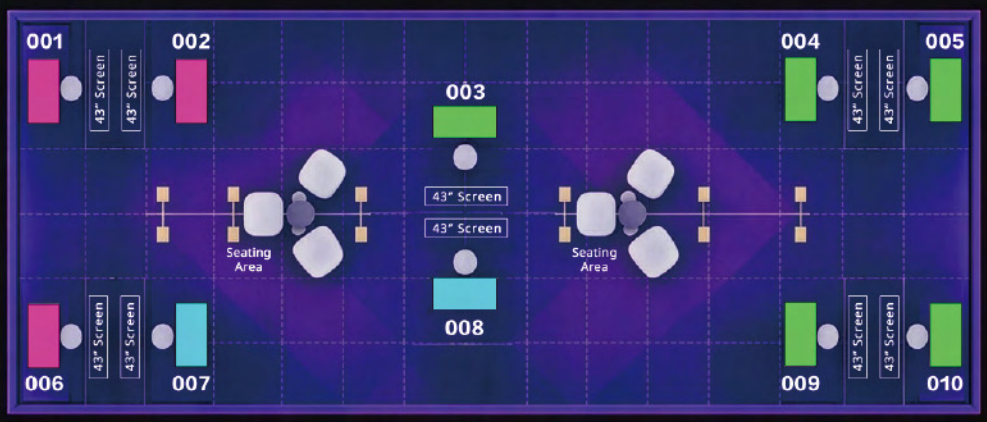
List of Exhibitors in Hong Kong Pavilion

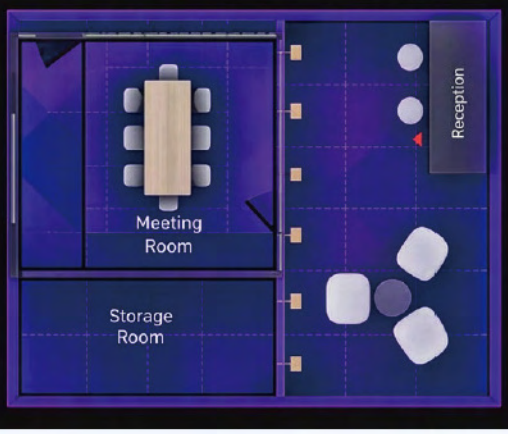
	Company Name	Booth No.	Business Nature	Company Website
1.	3MINDWAVE LIMITED	008	Game and Software Development	https://www.3mindwave.com
2.	Creote Studio Limited	003	Creative technology company specialising in XR, AI and interactive experience design and development	https://www.creote.com/
3.	MateZ Lab Limited	001	Art-tech	https://www.matezlab.com
4.	Nikopicto Limited	006	Digital entertainment solutions and creative production	https://www.nikopicto.com
5.	Paraverse Technology Limited	010	3D XR Software / Developer Tool / Deep Tech	https://paraverse.cc/ https://immershare.com
6.	Pixeland Digital Production Ltd	007	Game, cultural and technology	https://www.pixeland.hk
7.	Reunite Limited	004	A creative studio providing tailor-made immersive solutions and XR marketing	https://www.reunite-hk.com/
8.	Trefle & Co. Limited	009	Corporate Training with VR & AI	https://www.treflevr.com/
9.	VISIONARIES 777 LTD.	005	XR Software Design and Development	https://www.vz777.com/
10.	Votion Studios	002	ICVFX (Virtual Production + XR) and AI	https://www.votion.studio/

Hong Kong Pavilion Floor Plan

Booth Allocation

- Art Tech & Immersive Experience
- Gaming & Digital Entertainment
- XR & Creative Technology





Zone	Booth Number	Fascia Name
Art Tech & Immersive Experience	001	MATEZ LAB LIMITED
	002	Votion Studios
	006	Nikopicto
Gaming & Digital Entertainment	007	Pixeland Digital Production Ltd
	008	3MINDWAVE LIMITED
XR & Creative Technology	003	Creote Studio
	004	Reunite Limited
	005	Visionaries 777 ltd
	009	Trefle VR | AI
	010	Paraverse Technology Limited

3MINDWAVE LIMITED

Founded in December 2016, 3MINDWAVE Limited (3MW) is a local studio specializing in arcade and VR game development, high-end digital video production, and cross-platform tech solutions. We deliver premium-quality hardware and software entertainment experiences designed for diverse digital entertainment industries.

The products that will be showcased:

1. ALPHA OPS VR STRIKE
   It is an immersive two-player motion platform VR shooter powered by Unreal Engine 5. It delivers cinematic action with stunning 4K displays and 4.1 surround sound, offering players a high-octane virtual reality adventure combining precise tactical gameplay and premium arcade hardware engineering.
2. An unreviewed VR Zombie shooting title
   It is an attendant-free, coin-operated arcade rail shooter featuring an innovative integrated VR headset and gun controller design. Supporting up to two-players co-op action, it delivers immersive combat across an IP game story chapter, complete with a full LED-illuminated cabinet.





Nature: Game and Software Development
Website: https://www.3mindwave.com
Facebook: @3MindWaveLtd
LinkedIn: 3MINDWAVE
Instagram: @3mindwave
Contact: info@3mindwave.com
Booth Number: 008

Creote Studio Limited

Creote Studio is a Hong Kong-based XR and AI design and development studio creating immersive solutions that connect people, ideas and technology. Since 2014, we have delivered AR, VR, WebAR, interactive installations, motion-sensing experiences and AI-powered applications for more than 150 clients across government, healthcare, education, construction, hospitality and commercial sectors. Our work ranges from large-scale brand experiences and interactive exhibitions to VR training, rehabilitation and therapeutic platforms. Combining creative storytelling, user-centred design and robust technical development, we manage projects from concept and content creation through software development, hardware integration and deployment. Creote transforms complex technologies into intuitive, engaging experiences that solve real-world challenges and create measurable value.

The products that will be showcased:

1. National Games Coordination Office – WebAR Campaign for the 15th National Games
   Creote developed a location-based WebAR experience connecting Hong Kong sporting venues with cultural and tourist attractions across eight routes and 40 checkpoints. QR code and GPS-triggered interactions feature AR animations, mini-games, quizzes, photo frames and digital rewards, encouraging public participation and exploration.
2. EMSD – AI-Powered VR Automotive Repair Training
   Creote created an immersive VR solution combining realistic repair scenarios, hands-on interactions and an AI virtual assistant. Trainees practise technical procedures and workplace safety in a controlled environment, building practical skills and confidence without real-world risk.





Nature: Creative technology company specialising in XR, AI and interactive experience design and development
Website: https://www.creote.com/
Facebook: Creote Studio AR/VR
YouTube: @creotestudio7160 (listed as Creote Studio)
Contact: hello@creote.com
Booth Number: 003

MATEZ LAB LIMITED

MATEZ LAB LTD

MATEZ Lab Limited, is an Art-Tech Lab that helps space to become interesting with advance TECHNOLOGY and ART application. A space is an area, volume, extension of a mindset that represents a vision. Through the unique advantages of technology and art, the space will be expressed in innovative forms, increase social interactive participation, establish online connections, and expand the scope of story expression, and bring deeper story meaning. M.A.T.E.Z. stands for Multimedia, Art, Technology and Experience respectively; our vision is to provide the best experience to every story through technology + art. The last letter "Z" is the shape of the crack on the road stone, which also represents the unconstrained attitude of the new generation of "Z".

Our service includes art technology consultation, design and build art tech installation, multimedia technology application, and curate space usage and digital art event production. Our product includes numbers of art-tech display system and integration tech show cases, which fits for all cross brand co-operation and immediate art scenes.

The products that will be showcased:

1. Digital journey of Dunhuang Caves
   Developed by MateZ Lab, Digital Journey of the Dunhuang Caves is an interactive installation that brings Dunhuang's cave art to life through animated storytelling and gesture-driven exploration. Using hand movements to simulate a torch, audiences progressively reveal mural narratives at their own pace. Each completed cave unlocks the next with a simple lift of the hand, enabling a continuous, multi-chamber journey without physical movement.

2. IP Pods System
   A licensing and partnership framework where MateZ Lab packages creative IP, immersive content, and delivery methodology into modular "Pods." Regional partners adapt and operate these Pods locally, enabling scalable global deployment, faster market entry, localised experiences, and shared revenue across festivals, museums, theme parks, and commercial venues.





Nature: Art-tech
Website: https://www.matezlab.com
Instagram: @matezlab
YouTube: @MateZlab
Contact: info@matezlab.com
Booth Number: 001

Nikopicto Limited

NIKOPICTO

Nikopicto is a multi-award winning one-stop digital entertainment solutions and creative production company: services including IP Design, Animation production, Extended Reality i.e. MR +AR solutions and large-scale event with global clients.

We collaborate with the most renowned clients in Europe, the United States, Asia and the Middle East, bringing to life major international projects with a unique style driven by passion and attention to detail.

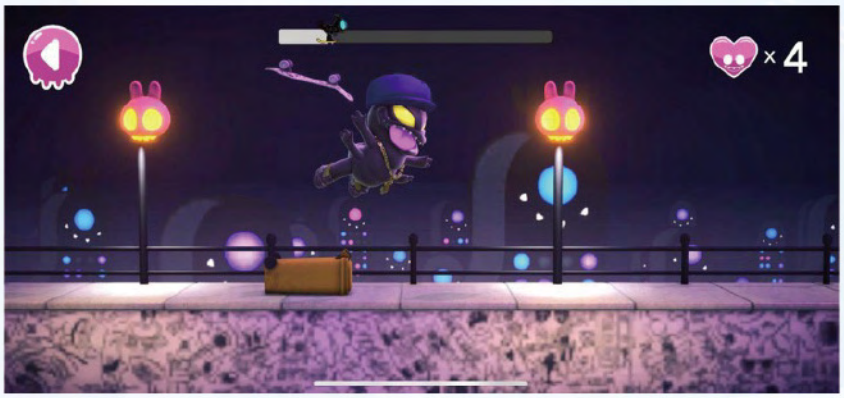
We also continue to develop our own intellectual property through award-winning characters and animated shorts at film festivals around the world.

The products that will be showcased:

1. HUG THE K
   AR APP and interactive experiences

2. Planet Foodies
   MR Immersive Experiences

3. 3D Naked Eye Animation FII 6th Edition Saudi Arabia





Nature: Digital entertainment solutions and creative production
Website: https://www.nikopicto.com
Facebook: Nikopicto
Instagram: @nikopicto_hk
LinkedIn: Nikopicto
YouTube: @NIKOPICTO
Contact: lily@nikopicto.com
Booth Number: 006

Paraverse Technology Limited

Paraverse makes 3D XR content as easy to share as a Google Docs link.

Today, viewing heavy 3D XR spatial applications requires expensive PCs, long downloads, or complex installations. Our Native 3D XR Sharing Tool, ImmerShare, eliminates this friction entirely. Creators can instantly share complex spatial worlds globally in seconds—allowing anyone to open and interact with 100% native quality 3D XR experiences directly via a single web link, with no account, no install, and no high-end hardware required.

Natively supporting all major 3D XR engines, ArchViz setups, and CAD tools, Paraverse integrates seamlessly into existing spatial workflows. Powered by proprietary self-developed technology, GPU resource pooling, and network optimization, we drastically reduce deployment costs while maintaining enterprise-grade performance.

We power over 1,000 enterprise clients across digital twins, spatial commerce, simulation, and gaming, streamlining the entire 3D XR lifecycle from creation to massive global scaling.

The products that will be showcased:
ImmerShare is a universal 3D XR streaming infrastructure covering the full lifecycle—from design iteration and testing to mass delivery:

1. ImmerShare Lite (Desktop P2P)
   Turns local workstation GPUs into streaming servers in seconds using a BYOG model. Creators stream 3D build and live sessions directly via a web link with zero cloud fees. Designed for individual creators and small studios.
2. ImmerShare Scale (Enterprise XR PaaS)
   Handles high-concurrency global delivery with dynamic multi-GPU resource pooling, dynamic stream management, flexible multi-cloud / on-premises deployment, and SDKs/APIs for enterprise secondary development. Designed for large-scale commercial deployments.



Nature: 3D XR Software / Developer Tool / Deep Tech
Website: https://paraverse.cc | https://immershare.com
Facebook: ImmerShare
Instagram: @ImmerShare
LinkedIn: ImmerShare
YouTube: @ImmerShare
Contact: business@paraverse.cc
Booth Number: 010

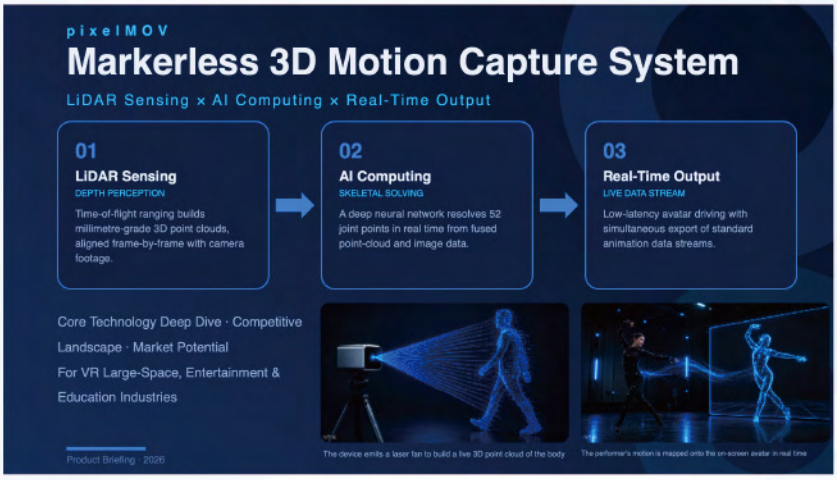
Pixeland Digital Production Ltd

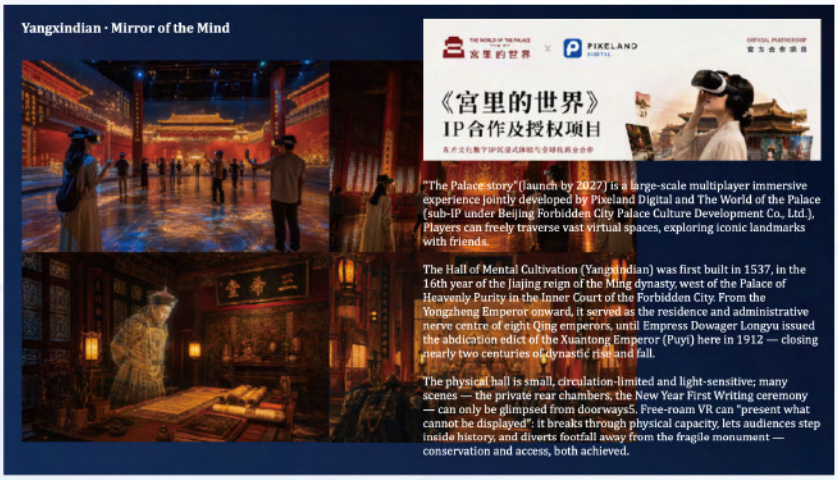
Pixeland Digital, founded in 2004, is a leading digital content service provider based in Shenzhen and Hong Kong, with offices across multiple cities in China. Specializing in game and animation content, VR/AR technology, and virtual character development, Pixeland has over 300 employees and more than a decade of industry experience. The company has established long-term partnerships with major companies like Tencent, HTC Vive, and Huawei. In 2022, it earned the National High-Tech Enterprise certification. Pixeland is expanding internationally to markets like Dubai and Indonesia, focusing on game localization and live streaming services.

The products that will be showcased:

1. PixelMOV
   PixelMOV is a markerless 3D motion capture system built on LiDAR and camera fusion. With no suits, sensors, or reflective markers required, performers simply power on and capture — achieving 93% pro-grade accuracy benchmarked against optical studios, tracking 22 body joints and 30 hand points in real time. Immune to ambient light and electromagnetic interference, the system streams skeletal data live into Unity, Unreal, and Blender, with standard BVH / FBX export. Purpose-built for VR large-space venues, virtual idol streaming, film and animation production, and sports education, pixelMOV brings professional motion capture into any space — anywhere.

2. Yangxindian VR large space
   Yangxindian VR large space · Mirror of the Mind is a free-roam VR immersive experience and cultural-tourism IP project centred on the Palace Museum's Hall of Mental Cultivation. Wearing lightweight headsets, visitors walk freely through a 500-square-metre venue and journey across five acts of history from a "one day as emperor" perspective — from grand audiences in the main hall and connoisseurship in the Sanxitang study, to the New Year First Writing ceremony and the final days of rule behind the curtain.





Nature: Game, cultural and technology
Website: https://www.pixeland.hk
LinkedIn: PIXELAND GROUP
Facebook: Pixeland Digital Production
Contact: info@pixeland.hk
Booth Number: 007

Reunite Limited

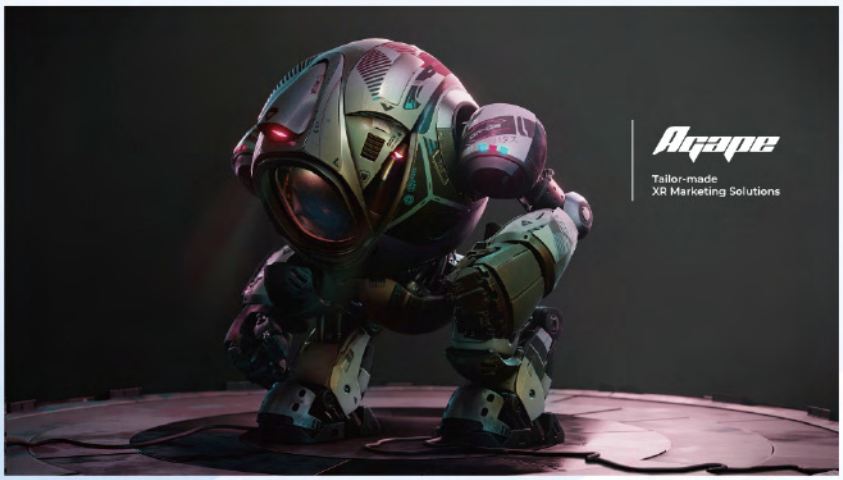
Reunite offers a web-native 3D real-time render engine, positioning it as a lightweight and cost-effective alternative to platforms like Unreal Engine. This technology framework enables brands to quickly deploy engaging, real-time 3D interactive marketing experiences on the web. Our technology has been successfully implemented in marketing campaigns for major brands, including T-Mobile, Coca-Cola, and Cadillac.

The products that will be showcased:

1. A technology framework that enables brands to deploy real-time 3D interactive marketing experiences on the web.

2. Tailor-made 3D websites that empower businesses to showcase their products through immersive experiences.





Nature: A creative studio providing tailor-made immersive solutions and XR marketing
Website: https://www.reunite-hk.com/
LinkedIn: Agape Engine - Brings 3D into your life. (Reunite Limited)
Contact: kam@agape.games
Booth Number: 004

Trefle & Co. Limited

TREFLE VR™

Trefle & Co. Limited - Trefle SmartVR™ is an award-winning Hong Kong VR/AI company pioneering Professional VR Industrial Training Systems with AI since 2017.

Specializing in immersive VR/MR training with AI virtual partners and chatbot experts, we simulate complicated, high-risk scenarios in a realistic manner for professional training and education, including lab safety, fire and transport accidents, and safety control, plus VR virtual stores for tourism and retail.

Our proprietary platform delivers 1:1 reality simulation with AI characters, big-data behavior tracking, and cloud reporting accessible via browser and mobile.

Trusted by government offices, enterprises and 50,000+ trainees, with 50+ complicated scenes, Trefle has been featured by DPO, Cyberport Hall of Fame 2022, and won the HKICT Awards Smart People Gold Award and Invention Geneva Gold Award for its Smart Industrial Training System.

The products that will be showcased:

1. Trefle's Lab Safety Training
   Trefle's Lab Safety Training in VR is an immersive solution replacing didactic lectures with hands-on practice. Trainees enter a 1:1 realistic virtual laboratory to perform complete safety inspections — identifying chemical, biological, and electrical hazards, checking PPE and equipment, and following SOPs.

2. SmartVR
   SmartVR is our award-winning Professional VR Industrial Training System with AI, that simulates high-risk scenarios — work-at-height, confined space, fire, transport accidents, safety control — in ultra-realistic 1:1 VR. Featuring world-first AI / ChatGPT virtual partners inside the same virtual world, with tailor-made AI learning models for each industry.





Nature: Corporate Training with VR & AI
Website: https://www.treflevr.com/
LinkedIn: Trefle & Co. Limited
Instagram: @treflegame.
Contact: contact@treflevr.com
Booth Number: 009

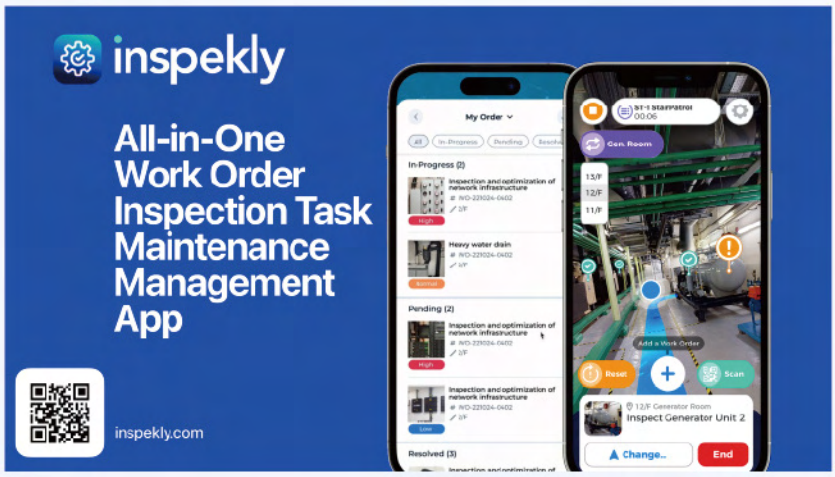
VISIONARIES 777 LTD.

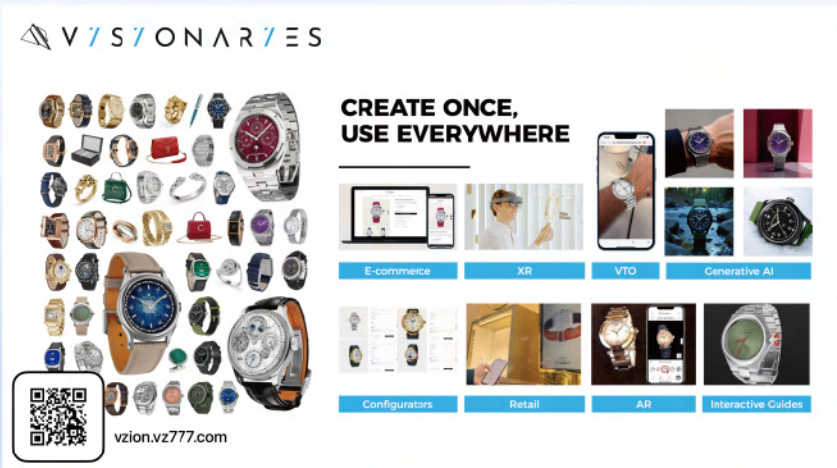
VISIONARIES 777 creates XR software for global leaders such as Cartier, Nissan, BMW, LEGO and Sodexo. Focusing on reducing training costs and increasing revenue through process optimization.

The products that will be showcased:

1. INSPEKLY
   Remote training and management of staff through AR and digital twins in any building size.

2. VZION
   XR ready 3D Configurator pipe-line for any product manufacturer.





Nature: XR Software Design and Development
Website: https://www.vz777.com/
Facebook: Visionaries 777
Instagram: @visionaries777
LinkedIn: Visionaries 777 Ltd.
YouTube: @Visionaries777
Contact: admin@visionari.app
Booth Number: 005

Votion Studios

VOTION STUDIOS

Votion Studios is a Hong Kong–based creative technology studio specializing in XR, virtual production, VFX and AI driven content for brands, agencies and broadcasters.

Incubated by Emmy award winning Vobile Group (SEHK: 3738), we combine cinematic storytelling with real time workflows to help clients create high impact campaigns, commercials and digital experiences faster and more flexibly.

Our in house capabilities include LED volume stages, Unreal Engine virtual art direction, robotic camera systems and AIGC tools, enabling photoreal environments, location independent shoots and rapid creative iteration without costly physical builds.

As a one stop creative partner, Votion supports everything from concept development and scripting through shooting, post production and multi platform delivery, scaling from single hero assets to full campaign rollouts.

For European partners, we bring Asia Pacific production excellence, cost efficient workflows and a collaborative, tech forward approach to co productions, brand content and immersive experiences tailored to global audiences.





The products that will be showcased:

1. XR Virtual Production
   Real time, LED volume and Unreal Engine driven shoots that merge physical sets with photoreal digital environments, enabling location independent filming, rapid creative changes and cinematic visuals without costly physical builds.

2. AIGC Video Production
   AI assisted concepting, storyboarding, previs and post production tools that accelerate ideation, generate high quality assets and automate repetitive tasks, letting teams iterate faster and deliver more content at scale while maintaining creative control.

Nature: ICVFX (Virtual Production + XR) and AI
Website: https://www.votion.studio/
Instagram: @votionstudios
LinkedIn: Votion Studios
YouTube: @votionstudios
Contact: hello@votion.studio
Booth Number: 002

Hong Kong Pavilion: Past Edition Highlights

Hong Kong Pavilion at AWE EU 2023







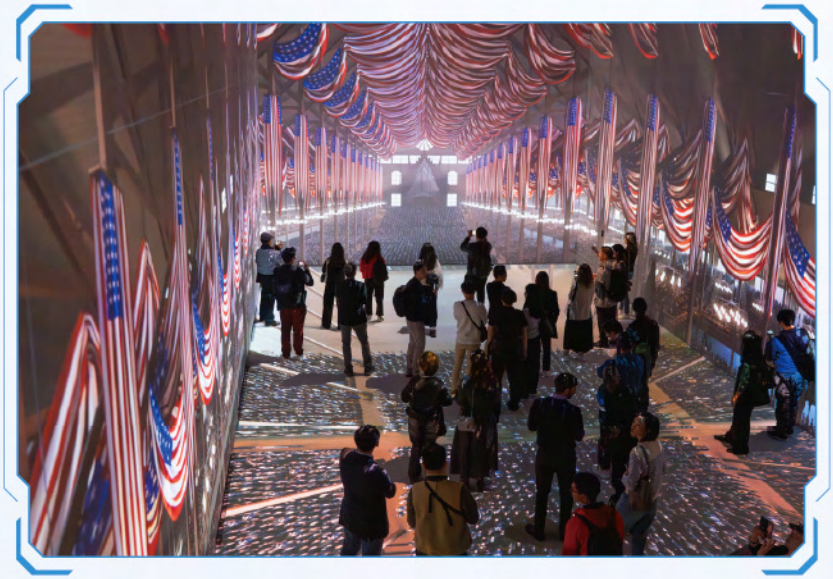


Hong Kong Pavilion at AWE EU 2024









Hong Kong Pavilion at UnitedXR Europe 2025




GAME
DEVELOPMENT


LASER
DANCE



Enquiry



Hong Kong Digital Entertainment Association

Address:

c/o Firedog Creative Company Limited,
13B, Chiu Tat Factory Bldg.,
108-110 King Fuk St.,
San Po Kong, Kowloon,
Hong Kong

Tel: +852 2578 8978

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